

ISSUE NO.
278
APRIL
MAY/JUN PRE-ORDER



GAME TRADE MAGAZINE

Wabash Cannonball

John Bohrer

Become the
richest Rail Baron
in the 1830s



IN THIS ISSUE:

- PLAY AS THE HEROIC HARPERS IN WIZKIDS' *DUNGEONS & DRAGONS: ONSLAUGHT!*
- STEP FURTHER INTO THE WORLD OF DARKNESS WITH THE *VAMPIRE: THE MASQUERADE RPG PLAYERS GUIDE* FROM RENEGADE GAME STUDIOS!





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de

Jerusalem



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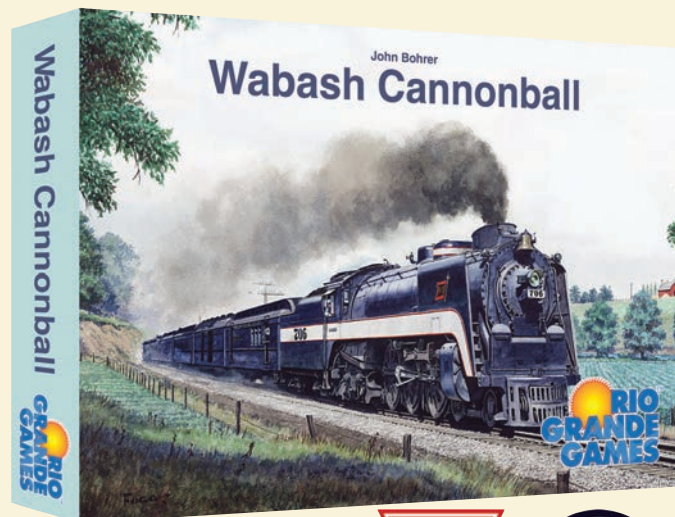
A surprising and immersive game to re-live this historical episode.

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Wabash Cannonball

Take a ride on the rails and corner the opposition in this latest release from Rio Grande Games!

by John Bohrer

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POKÉMON

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INTERNATIONAL

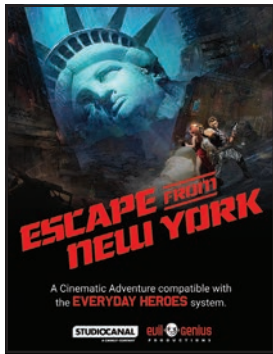
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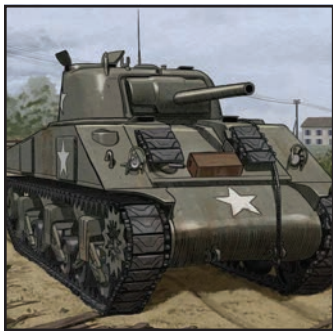
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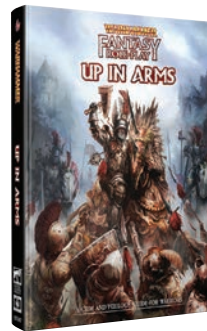
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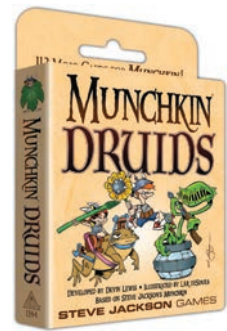
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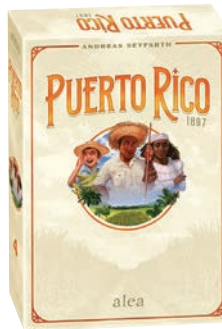


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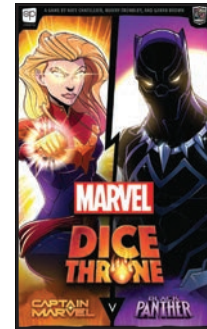
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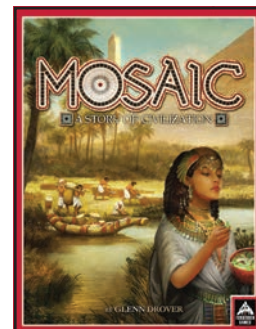
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Greetings Dear Readers!

Welcome to your spring edition of *GTM*!

While the advent of April may usher in less snow here in the Northeast, we find ourselves still watching the weather from inside our homes as rain paves the way for May's flowers. Of course, if we're going to continue staying indoors, what better way to pass the time than with some friends and a few great games?

We kick this issue off riding the rails with the Rio Grande Games on the *Wabash Cannonball*. Climb on board and immerse yourself in the exciting world of managing a successful railway during the Age of Steam while expanding your reach across the U.S.

Trains are not the only thing spreading influence across the country — in the *Vampire: The Masquerade Players Guide*, the team at Renegade Game Studios provides a consolidated resource to help players advance their coterie's or clan's agendas and membership across the tabletop and beyond. The World of Darkness awaits!

And if you enjoy passing the time with friends venturing through the latest RPG campaign, be sure to check out the *Warhammer Fantasy RPG* article from our friends at Cubicle 7, the Free RPG Day Adventure Party sneak peek from Smirk & Dagger, as well as instructions on how to run a heist in your game with the team at Loke BattleMats.

And if you prefer your RPG experience to be a bit more post-apocalyptic or near-future (depending on who your ask), then Evil Genius Publishing has got you covered with their *Everyday Heroes RPG* and the *Escape from New York* sourcebook!

We also check in with WizKids and take a closer look at the *Harpers* expansion for the wildly popular *Dungeons and Dragons: Onslaught* minis game. This fan-favorite faction comes to life as never before on the tabletop as players take on the role of some of the most popular characters from the Forgotten Realms.

As we part, please join me in wishing my Mom a very happy birthday. Without her support (and yes, understanding and patience), I would never have had the opportunity to become the gamer I am today, let alone pursuing a career within the industry! ❤️

We hope you enjoy your April *GTM* — no pranks or fish (*Poisson D'Avril!*) but lots of fantastic games can be found here.

Game on!
JG



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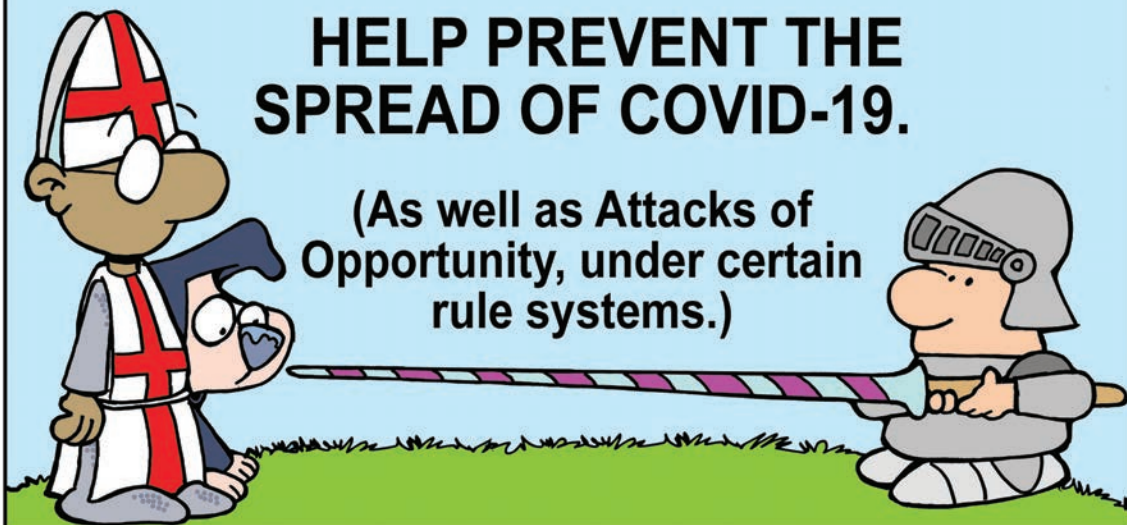
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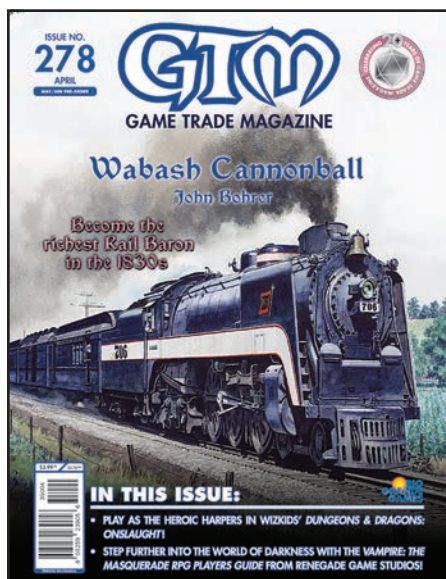
2-4

20 MIN PER
PLAYER

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Ravensburger

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

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WHERE THE WIND TAKES YOU PLAYMAT
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USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 0810720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESSE SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 3006712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 30033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for some playing! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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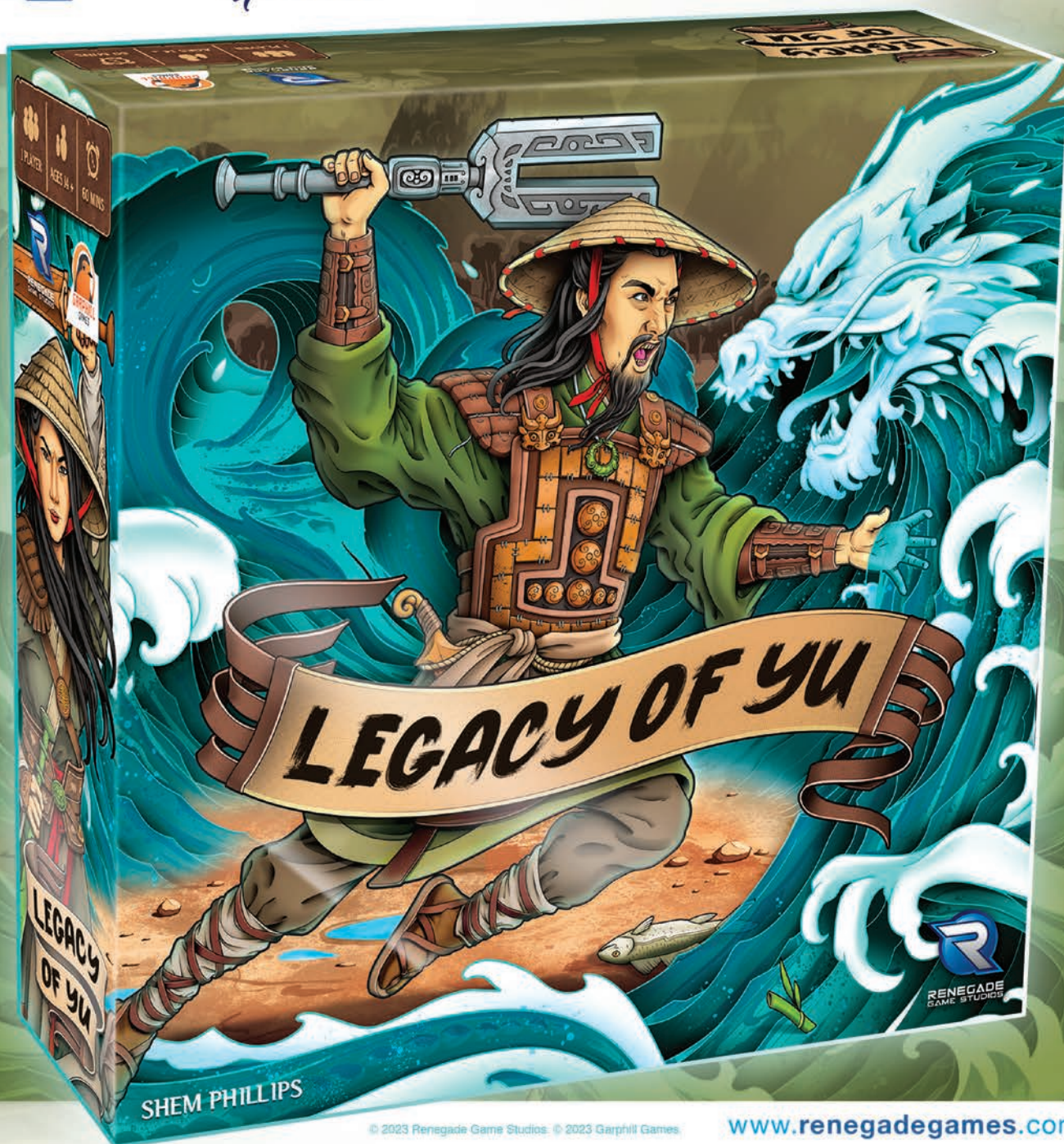
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60 min

RGS02510

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Wabash Cannonball



WABASH CANNONBALL

RGG 645 \$39.95 | Available April 2023!

It was never my intention to be a professional game designer, I have always been happy with my work as an engineer and scientist. Back in the early 90's, a girlfriend insisted that I publish some copies of one of my games that I played with friends. I made some, sold them and figured that was it and went on with my life. Somehow, some copies made it to Germany and it received a great review in one of the German game magazines. Lots of Europeans ordered the game and I was invited to attend *Spiel* in Essen, Germany. That changed everything, about 30 years ago.

Now, the Board Game Geek lists me as the designer of some 100(!) published board games. I have licensed games to European publishers like Queen Games and Ravensburger, and North American publishers like Rio Grande Games, Eagle, and Capstone. How did this happen?

Well, the Germans are of the opinion that a game designer only creates one good game a year, and by the late 90's I was creating two or three a year. I started using pseudonyms and just stopped using my own name. With eight different alter egos, I just kept on creating games without problem, no one but the licensing publisher knowing who the real designer was and sworn to secrecy. I enjoyed the anonymity, being just another gamer playing with people. Some sharp folks started to suspect the truth, and when Queen Games published *Samarkand*, I had them list two of my pseudonyms as the game designers. That helped keep the secret.

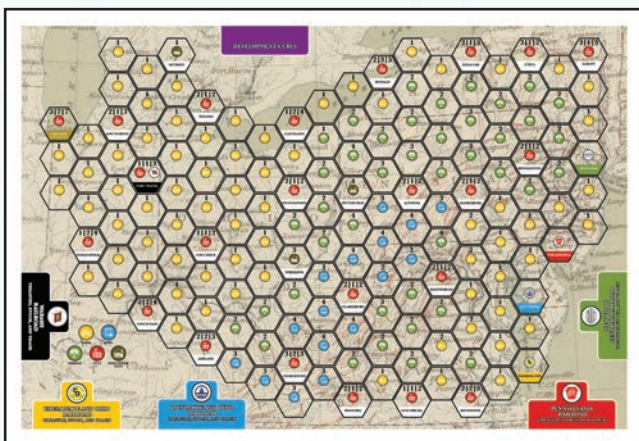


my many wonderful European gaming friends, but then they started visiting me and my local gamers here in Pittsburgh. They are fantastic people.

Speaking of fantastic people, my local Winsome gamers are probably the main reason for my successes. Anyone can create a game — some can even create a *good* game, but to create great games, you need a great team of playtesters and I have had that team for decades. (You can find their names in the rules examples for most of my games, like *Age of Steam*.) Anyway, with retirement I decided that I would stop designing games and should reveal that I am the game designer behind all those games that my pseudonyms did. People could then ask me about any of those games directly, without the trouble of trying to find Harry Wu or David V.H. Peters, etc. That revelation shocked a lot of folks and I was again thrust into an unwanted spotlight. Now there are whole conventions where people gather to play my games.

Which brings us to *Wabash Cannonball*.

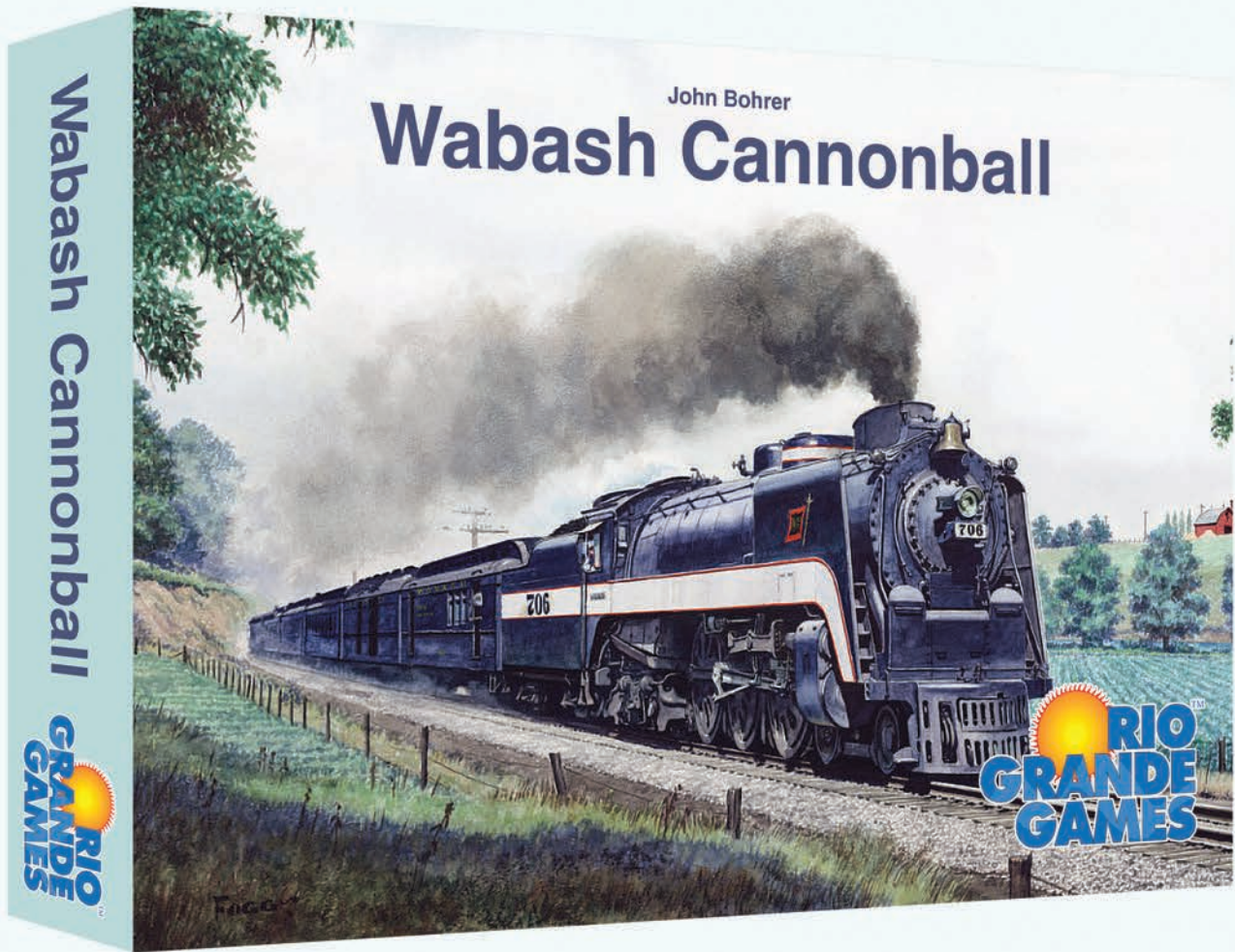
Wabash Cannonball is the result of years of effort to design a true gamers' game that has simple rules and lasts less than an hour to play for 3 to 6 players. Everything fits easily on four pages, so there's no huge rulebook to refer to again and again. Players are the famous Robber Barons of that Age, 1830-1850, all competing to make the most money by investing in railroads, getting them to major cities like Pittsburgh, Detroit and Chicago. They can develop their own interests in these and other cities, increasing their personal wealth through added railroad revenue, along with the greater value of the railroad stock they own.



A few years ago, I was hit with Rheumatoid Arthritis and flying to Germany constantly was getting to be a bit too much for me in my 60's, so I decided to retire as a game designer. Having travelled to Germany over 60 times in 25 years, it was sad to stop seeing

The only randomness in *Wabash Cannonball* is the capricious acts of the other players. No dice, no chance event decks, no luck at all in *Wabash Cannonball*. It is an economic knife fight with no holds barred. Players may select any one of three available actions during their turn. The player may choose to have a railroad expand across the continent — if they are an investor in that railroad — and hold that railroad's stock. Any track built must be paid for with money from that railroad's treasury. The player may choose to have a railroad issue a stock for sale, and open bidding commences on that stock. All players may





bid for the stock, and the money bid for the stock by the winning bidder is taken from that player's cash and put in that railroad's treasury, to be used for future expansion. The player may choose to develop a city or mine. That increases the revenue of the railroads that reach that location.

Other true gamers' games last for hours and hours. *Wabash Cannonball* takes less than an hour, regardless of the number of players. This unique aspect of the game was the hardest to create and required an innovative new mechanism to achieve. We specialize in innovative mechanisms here at Winsome, and I can say that the mechanism in *Wabash Cannonball* is one that we are very proud to have created.



I expect that I will be licensing more games to Rio Grande Games. The publisher made the effort to fly to Pittsburgh and play my games in my living room. He has a large dose of common sense and is very easy to work with (plus, he's smart enough to use the original rules players are familiar with, instead of trying to re-write them). I look forward to licensing more games to Rio Grande in the future!



John Bohrer once thought retirement meant he would stop creating games — however, sometimes, he wakes up in the morning and there is a new game in his head. He doesn't travel much nowadays, but now one of his fans is starting an annual convention for his games three miles from his home. He's willing to travel that far, at least.



THE HARPERS

IN OUR SECOND EDITION OF DESIGNER DIARIES, CO-DESIGNER NICHOLAS YU WALKS US THROUGH THE INSPIRATION AND THEME BEHIND THE HARPERS FACTION IN DUNGEONS & DRAGONS: ONSLAUGHT.

WIZKIDS

DUNGEONS & DRAGONS: ONSLAUGHT - HARPERS 1 EXPANSION

WZK 89709 \$39.99 | Available May 2023!

Anyone who's even a little bit familiar with *Dungeons & Dragons* and its *Forgotten Realms* setting has probably heard of the Harpers. One of the most famous *Forgotten Realms* characters, Elminster, is a Harper. Played an old Baldur's Gate video game? Gorion was a Harper. Jaheira and Khalid? Harpers. Chris Pine's Bard in the upcoming movie has a Harper pin. "Those Who Harp" are dedicated to maintaining order in the *Forgotten Realms*. They're a force for good. So how do we get that across in *Dungeons & Dragons: Onslaught*? What makes The Harpers feel like Harpers in a tactical skirmish miniatures game?

In a word: Teamwork. The Harpers have more support abilities and buffs than any other faction in the game. They're meant to work together and become more than the sum of their individual parts. As such, they also specialize in battlefield manipulation and positioning.

Let's start with their iconic character, Chloe Amasnodel. Bards are the favored class of the Harpers, embodying both their playstyle and philosophy. Since the Harpers are all about that teamwork, we decided to give Chloe the Healer role of the faction in the core set of *Onslaught*. In addition to her Bonus Action, Healing Word, she also has the Inspiration ability, which buffs herself and all allies around her. We also wanted the Harpers buffs to feel a little different (and better) than just a basic plus to hit modifier, so the Harpers can modify the die roll itself, turning a natural 18 or 19 into a natural 20 (or critical success). It also increases the damage of every friendly character's basic attack by 1 while they're in range of Chloe's sick riffs.

This is an incredibly impactful ability because the Inspired token lasts from the moment its applied until the end of Chloe's next



activation. This means that if you position your party and assign your initiative cards just right, they have the potential to benefit from two full rounds of increased attack rolls and bonus damage. Chloe is truly the ultimate support piece in a faction that embodies the concept of support.

Lightning-Dancer fills the Vanguard role and enjoys access to a number of highly impactful battlefield manipulation abilities. Charge and Challenge allow him to reach hot spots and pull enemies towards him, setting up Opportunity Attacks for others or just buying them some breathing room. He also has the unique ability to move his targets around every time he lands a critical success—which both Chloe and Sedonna Sparklebang make much easier to achieve. Teamwork, teamwork, teamwork!

Drakmau Rockbiter hits harder than any other character with her basic attack, especially if she's raging. All that power comes with a price, however, as she has the lowest to hit bonus of any character in the core set. She can attack recklessly on her own, but she really shines when paired with Chloe and/or Sedonna for maximum effect.

Speaking of Sedonna, she also has quite the suite of battlefield manipulation and support. The so-called "blaster casters" felt more at home with other Factions, so we made her a specialist in Enchantment. Sedonna doesn't have a lot of overt firepower, but she can regularly and subtly influence positions and trigger Opportunity Attacks with her Twitch ability. Twitch seems like a minor nuisance until you use it to push an enemy character off of a critical objective or cut them down



TM & © 2023 Wizards of the Coast LLC.



with Lightning-Dancer's Combat Reflexes! On top of this, a timely Hypnotic Gaze can completely turn the tides of battle, and Guided Strike ensures that her allies find their marks when attacking, often landing devastating critical hits in the process.

section of the map for a round. Consequentially, we shrank the wall to 1x3 and reduced its cooldown to compensate. Now he can still force the flow of action with his walls, but it's a much smaller hindrance than it used to be. We expect him to be a low-floor, high-ceiling type of character.



Abelio Mac Gabhann is an interesting study in how different players (and even designers) react to different characters. I love him, but my co-designer Travis Severance hates him with the burning passion of a thousand suns. He can get around the battlefield very quickly for a couple of turns with his Wild Shape ability, but his real value is in dropping a Spike Growth at a critical juncture. In our playtest pod, Abelio is known colloquially as "Wall Guy." Spike Growth was originally a 1x5 wall, but that ended up feeling extremely oppressive in certain scenarios where he could just seal off an entire



Finally, that brings us to Grabbleshanks, the Ranged Damage-Dealer of the Harpers. He might not be the most exciting character in terms of exploring design space, but Grabbleshanks is the gold standard of what a simple-but-powerful ranged character can do. He has the best range on his attacks out of anyone in the core set, he can focus fire a character with his Mark, and sometimes he can shoot twice. Plus, his name is "Grabbleshanks." He's been a crowd favorite, and I expect his fame to continue to grow as Onslaught releases to the general public.

Overall, the Harpers are a faction that really rewards careful positioning and stacking multiple sets of bonuses for an overwhelming advantage. If you love the idea of teamwork, support abilities, and battlefield manipulation, give the Harpers a try!



ESCAPE FROM NEW YORK

A CINEMATIC ADVENTURE
FROM EVIL GENIUS GAMES

evil genius
PRODUCTIONS

EVERYDAY HEROES RPG: ESCAPE FROM NEW YORK CINEMATIC ADVENTURE

EVL 02000 \$24.99 | Available April 2023!

If you've seen the cult classic dystopian movie, *Escape from New York*, then you've experienced the rush of an over-the-top race against time through streets that can run blood-red before heroes like the iconic Snake Plissken save the world from certain doom. And now, you can enter that adrenaline-filled world anytime you want with the superbly crafted new tabletop role-playing game, *Escape from New York: A Cinematic Adventure*, from the inventive team at Evil Genius Games.

Based on the classic near-future action film released in 1981 by Embassy Pictures and directed by genre film legend John Carpenter, *Escape from New York: A Cinematic Adventure* is an authentic, officially licensed version of the *Escape from New York* landscape for tabletop roleplay. The game delves deeply into the complex world envisioned by the film it's based on, to offer up a wild ride for roleplayers.

To create the dramatic game play design for *Escape from New York: A Cinematic Adventure*, the Evil Genius Games crew dug deeply into the setting of the film, building on the movie's back story to anchor the game. Players will see details they clearly recognize from the film — from mad cannibals and death races, to criminal gangs that rule the city. Other mechanics have been newly designed specifically for the game, such as vehicles and weapons modifications that fit into a corrupt and desolate prison city cut off from more civilized society.

Players can expect to plunge into an intense dystopian landscape, rife with danger, political corruption, terroristic acts, deadly violence, cult-like criminal gangs, and even the potential for cannibalism. *Escape from New York* doesn't hold back, and it's not a game for the faint-hearted.

A WORLD FULL OF HARD-POUNGING DANGER IN EVERY DETAIL

The game's rulebook comes with an included adventure, *Liberty Lost*, which sends a group of condemned criminals on a near suicidal mission through gang-held territory to stop a nuclear bomb from leveling the prison and killing everyone in it. If that reminds you of the original film, that's intentional. All of Evil Genius Games' cinematic adventures are crafted to reflect the films they're based on. *Escape from New York* brings that magic to life by deliberately honoring the original intellectual property of

the film and finding ways to create continuity between the movie and the game. You'll feel like you got dropped into the prison alongside Snake Plissken.

The result is a dark and thrilling immersive experience for gamers as they race to stop a nuclear bomb from destroying the city. The elements that make the film a fan-favorite are brought to life with new heroic classes to discover, build characters upon and play out, including the filthy Gutter Rat, the industrious Motorhead, and the deadly Street Warrior as well as new backgrounds, professions, feats, and gear to round them out. Gamers will experience the desperation and lawless danger of New York Maximum Security Penitentiary, with its memorable mix of bleakness and dark humor. In this world where there's not much to lose, players can go for broke and expect a wild ride.

Of course, there are ways to either dial up the action or cool it down, depending on the players' needs during the game. Rule mechanisms exist to allow uncomfortable moments to be played "off-screen" at any time. This is just one of the ways the game designers have worked to make the game both exciting and accessible to everyone.

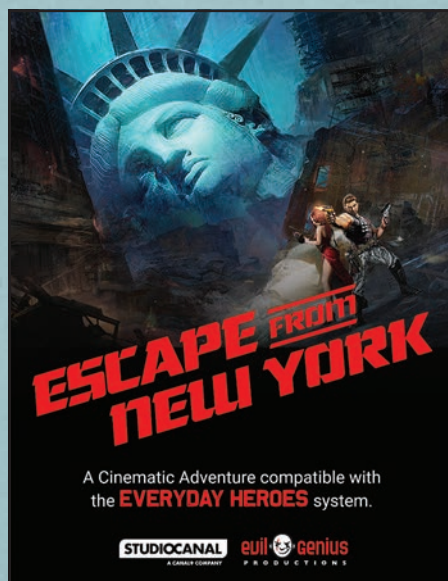
The rulebook also incorporates loads of details about the setting and characters so DMs can delve into their own adventure crafting more easily. There are timelines about how the U.S. devolved into its dystopian state, descriptions of the different violent gangs heroes will have to fight past, and much more. The rulebook even includes maps of Manhattan, striking artwork, and overviews of neighborhoods and iconic landmarks — making it a superb collector's item for fans of the city of New York, as well as fans of the film itself.

CINEMATIC ADVENTURES GO HAND-IN-HAND WITH THE EVERYDAY HEROES WORLD

At the heart of Evil Genius Games is the *Everyday Heroes* core gaming rulebook, designed to meld well with classics in thrilling storytelling like *Escape from New York*. The way classes are structured in the *Everyday Heroes* rulebook is flexible and versatile, so that it is easy and fun for gamers to jump into action movie-based game play.

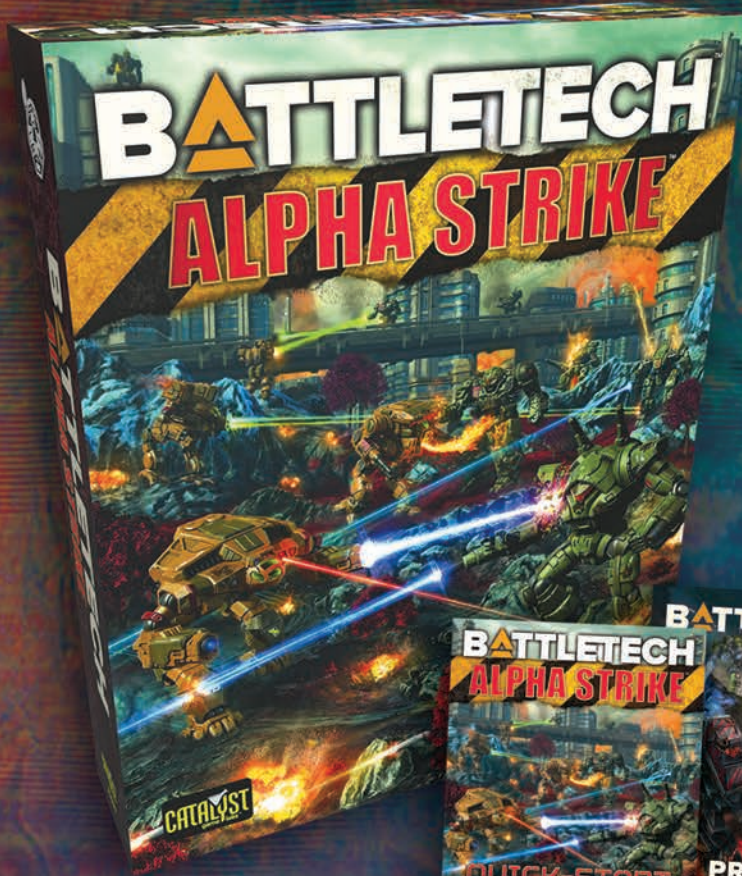
Get in on the action, and check out *Escape from New York: A Cinematic Adventure* from Evil Genius Games. It's well worth the adventure.

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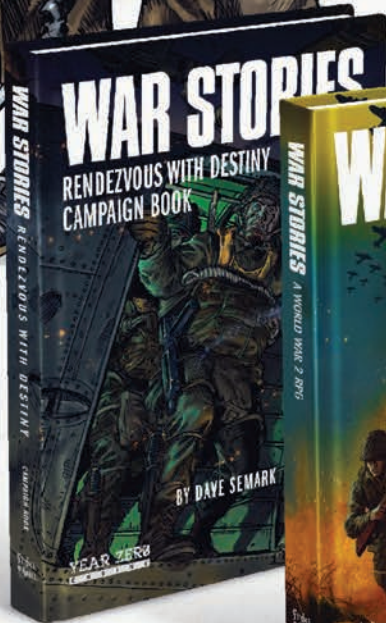
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WAR STORIES



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BLOOD AND VALOR





BY MITCH REED

A few months ago, I detailed here why someone who is not an RPG (Role Player Game) player like me was excited about the new WWII themed RPG *War Stories* from *Firelock Game*. Now as we get closer to the game being available I found something that should get you even more excited about this new game, the *War Stories Rendezvous with Destiny* Campaign Book.

War Stories may be the first RPG I play on a regular basis and without the background of the very seasoned RPG community, starting a campaign seems like a daunting task. The campaign book takes away this worry and gives you all the tools you need to start playing with your RPG group. I feel this is an important point because I see this game breaking the normal RPG realm and becoming popular to players who already play WWII themed games and who love the history behind it.

The 124-page book focuses on the 101st Airborne Division during the Normandy invasion which is also the inspiration for the book's title which was part of the unit's history from its inception. The campaign book features seven missions ripped from the history books that took place around the start of Operation Overlord. For those who loved the book or mini-series *Band of Brothers*, the battles in this campaign book will be very familiar and I feel this is a great way to introduce *War Stories* since *Band of Brothers* has such a popular appeal.

Each mission gives the players the historical context of their mission and the objectives they have to meet in order to succeed, however in such a game I think living another day is a victory in itself. Along with history, the ready-built missions come with maps, enemy forces and the size and composition of your force of paratroopers. Many of the missions are not just singular operations and has the follow on battles that took place as well such as the enemy counter-attack at La Fiere which is described as being part of the "wider battle". Along with the historical

missions the book comes with about fifteen mini missions that you can throw into the seven main missions which will ensure re-playability and keep veteran players on their toes.

Along with the backdrop of the war, the book also gives you the option to take one of the already made characters to start your fun right away (I think rolling up a character is going to be a blast). The non-player characters which play a huge role in the game are also in the new book which makes the game masters job that must easier.

What I really found interesting was the handouts the game master has for the players. Maps look like the type that a commander would give out prior to a mission. The game also has a seating chart for the C-47, so you can get your "chalk" seats correct.

For those who have been following this game for a while now should not be surprised by any of these details, the game is as much as a history lesson than it is a game. The research that the design team put into this game is so impressive and unlike a fantasy RPG, where you can make stuff up, this game is a tribute to the men and women of the greatest generation who gamers will emulate in *War Stories*.

As with the other games from Firelock, the artwork is stellar and adds so much to the flavor of the game. I know some may pick up the books for just their art and history and maybe use *War Stories* as the backdrop for their miniature campaigns. I can see many using their collections of miniatures to make *War Stories* come to life, which would be fitting since one of the most popular and oldest RPGs on the market today was designed as a miniatures game first.

I know many will just love *W* and once you learn more about the game you will see why I am so excited for the game to come out. I hope to "see you on the DZ" soon.



By Curt Covert

EZ RPG

The Role-Playing Party Game

ADVENTURE PARTY



Call the Roll. Grab the Glory.

RPG 2023 FREE RPG DAY

THE UNOFFICIAL
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SUPER SNEAK PEEK PROTOTYPE
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WHY THIS YEAR'S



WILL OPEN DOORS FOR
MORE GAMERS AND
RETAILERS THAN EVER.



ADVENTURE PARTY

SND 1012.....\$35.00 | Available November 2023!

Free RPG Day has always featured the top RPG publishers in a weekend of “can’t miss” events and celebrations at hobby game stores around the world — and this year’s event is no exception. A literal treasure trove of new and exclusive RPG adventures, previews, and accessories will be provided to participating retailers and their customers from giants like Paizo (*Pathfinder & Starfinder*), Renegade, Goodman Games (*Dungeon Crawl Classics*) and popular indies like 9th Level Games with this year’s edition of *Level 1 Indie RPG Anthology*.

And this year, jumping into an event will be easier than ever — for players and retailers!

Adventure Party, by Smirk & Dagger Games, delivers a robust role-playing experience that can be enjoyed within 2 minutes of explanation (and without any prep or studying of a rulebook). In this cooperative *guessing game*, 3-6 players take the roles of adventurers in a classic fantasy role-playing world, facing monsters and attempting heroic deeds.



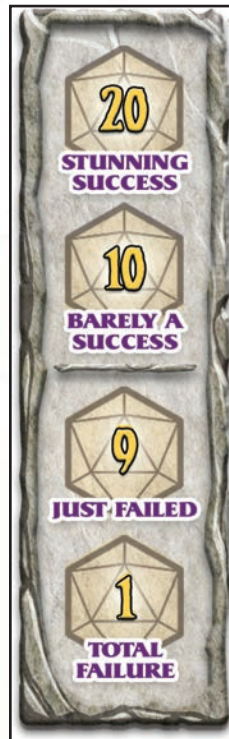
Over the course of 3 Adventure scenarios, the party will work together and collectively attempt to score the most Experience Points possible. The role of GM (or Guess Master) moves around the table and begins with the reading of an Adventure Scenario card. For example, *shipwrecked and searching for water, the party becomes mired in sinking sands and surrounded by carnivorous plants... what do you do?*



Players will take turns, rolling their 20-sided die in secret, so that no one else can see their roll.

We all know that a “20” would be the best possible outcome of their planned action. A roll of “1” would be the absolute worst. “10” is just barely succeeding, but likely with complications. And a “9” is just barely failing. Your roll is somewhere across that spectrum from 1 to 20.

Based on how well or poorly you rolled, you will describe what your character does, first outlining your plans and then describing



the outcome of your actions. To aid you, you are armed with a magic item from your hand.

“As I sink in the sands, I reach for a handhold — and realize it is attached to one of the man-eating plants. With my Hammer of Smashiness, I am able to deliver a crushing blow as it comes in for a bite, pulping its head. While it can no longer try to eat me, its tendrils alert its brothers to our threat and there is more movement along the sands edge and more mouths draw near.”

Your goal is to provide enough detail so that the GM for that turn can GUESS the number you rolled as closely as possible, thereby earning the entire party Experience Points. Your attack sounded like a success — but was it a “12” or a “16”? The GM can a clarifying question to try and get a clearer picture.

Guess the roll exactly and gain 5 XP for the party — or one less for each that you are away. So if you guess “15” and the roll was “13”, that is still 3 XP earned.

But then the adventure picks up where you left off, with the next player, who continues the tale. They roll a die in secret and select a magic item — and now YOU become the GM. Each player has the chance to tell their part of the adventure and be the lead guesser.

All of which makes the game a fun romp for dyed-in-the-wool role-players, who can even play as their own characters if they like. AND it serves as a wonderful first experience to all the “role-play curious” folks walking out of the *D&D* movie and into their local store — without the intimidation factor of learning a whole RPG system. And that is the big opportunity this game provides, at a time when role-playing games are more popular than ever and more and more people outside the hobby want to get a first taste of adventure.

The *Adventure Party* demo kit has three exclusive adventures and provides a small “sneak peek” sampling of what is to come in the full game when it releases officially in late 2023. Speaking of the full game, it will be LIVE on Kickstarter during the FREE RPG DAY event. Your local retailer can pledge too, with all the same great stuff — so just ask them to place one aside for you when they back it.

As a special bonus, Smirk & Dagger Games has partnered with Pocket Bard, to provide an atmospheric soundtrack for each adventure in the game. (and/or ANY role-playing game you are playing or running, as well). This adaptive music and sound app for tabletop RPGs, has a multitude of moods and atmospheres to explore or combat within and automatically adjusts the orchestration of the piece so it always sounds fresh to the ear. Just download the free app prior to play with the QR code (iOS & Google Play) provided in the support materials.

FREE RPG DAY is a celebration of role-playing and an amazing community event you will love — right in your favorite local game store! So don’t miss out. Mark **June 17** in your calendar now.

...

Curt Covert is the owner of Smirk & Dagger Games and the designer of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. For the past 20 years, he has been shaking up game tables with unique game experiences, eye-grabbing table presence and a desire sweep you up in the world of the game.

ENSEMBLE

LET THE CONCERT BEGIN!



ENSEMBLE

AGS ARFG003 \$29.90 | Available June 2023!

Two seahorses, a plane in flight, a crocodile, and the pyramids of Giza. Which of these images has something in common with a Christmas tree? You will decide it, trying to exploit the same logical connections hopefully possessed by your fellow players, in *Ensemble*, an innovative family and party game, where the team should face all the challenges proposed by beautiful, illustrated cards, acting together as musicians in an orchestra.

Ares Games is bringing this Italian cooperative game which has already hit the shelves in Europe and Japan to the English-speaking market worldwide. Designed by Luigi Ferrini (designer of *The Golden Ages*) and Daniele Ursini (co-designer of *Zagor - American Odyssey*) and developed by Ergo Ludo Editions, *Ensemble* is a fun game which gets two to ten people of all ages engaged around the table.

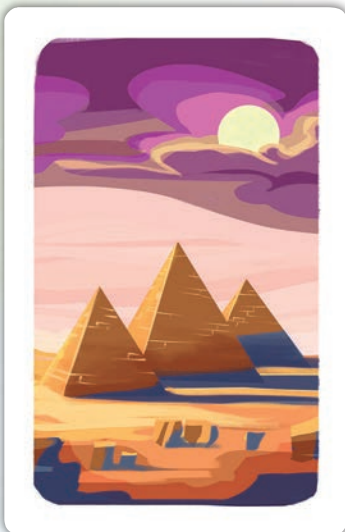
The rules are very simple and are easily learned or explained while playing the game. During the game, the goal is to think like the other players, synchronizing the image choices without communicating while facing increasingly more difficult challenges. Players must secretly choose the picture that matches the current challenge, then simultaneously reveal their choices. Only a close-knit group can win by passing level 9; otherwise, they all lose as a group.

A board with spaces numbered from 1 to 9 is placed on the table and the game starts from level 2, thus placing two cards (the "remembrance" cards) on spaces 1 and 2. A third card is placed at the bottom and is the "challenge" card - the one that players will have to combine with one of the two cards above. Without consulting each other, each player secretly chooses which of the remembrance cards best matches the challenge card (thematically, chromatically, analogically, or by any other criteria that makes sense).

To accomplish the challenge, every player must vote the same card: if this doesn't happen, players lose a life (the number of lives



available corresponds to the number of players to make the game fair); if all players' choices match, they can shout "Ensemble!" and advance to the next level as well as recovering a lost life. In both cases, the challenge card is discarded and replaced with the most voted remembrance card, then the queue is replenished up to the level reached.





The rules are all here, except for a couple of special cases that can also be explained while playing, such as the allowance for games with higher player counts, which allows to pass the level even if not everyone votes in the same way, or another for the cases when there's a tie among the most voted cards: when it happens, these cards will all constitute the new challenge – which will further increase the difficulty, as players have to match two or more images with only one of the remembrance cards on the display.

However, where the game is at its best is in the phase following the vote, when players can finally speak freely and justify their choice. Thus, it turns out that a connection that is obvious to us is not so obvious to other players, or that there is always someone capable of surprising us with unexpected reasoning. It is in this phase that the game also shows an “educational” aspect, because this passionate



and amusing discussion reveals the other players' way of thinking; so, turn after turn, the group gets to know each other a little better, to climb the next levels of the game more easily.

If the group becomes close-knit to the point you think the game no longer poses much of a challenge... no problem! *Ensemble* also includes three sealed additional decks to be opened only after the group successfully fulfill the conditions shown on the first card: each contains new remembrance cards to add to the game, and special rules to spice up the challenge.

Ensemble is a constantly changing experience for the players and a great way to find out the “tune” among close friends, but also to get introduced to new ones in a different way, with laughs guaranteed. Will you and your team be able to reach the final level and claim victory?

...



Jerusalem Anno Domini



IERUSALEM: ANNO DOMINI

DVR DEVIERUSALEM \$59.99 | Available April 2023!

I had an opportunity to meet with Carmen G. Jiménez, the designer of Devir's new game *Jerusalem Anno Domini*. Here are some highlights from the conversation.

MH: First of all, congratulations on the design. I had an opportunity to test the production sample and it looks great and has some innovative mechanics.

CG: Thank you! We're very excited about this project.

MH: I heard you're a "jugona" (Spanish for hardcore gamer). How did you get into playing board games?

CG: Well, I always played the classics with my family, like *Clue* and *Risk* and then one day I came across *Letters from Whitechapel* and later *Pillars of the Earth* and *7 Wonders* and I flipped out. And of course during covid I played all day, every day and decided that I wanted everything! These days I even play *Terraforming Mars* with my 83 year-old mother.

MH: This is your first design, right? What inspired you to sit down and design your first game?

CG: I'm a biblical historian and always studied Jesus as a historical figure, and started to wonder why Jesus was not the subject of more games. So I thought I would find a way to put him on more tables.

MH: Did you show it to a lot of publishers?

CG: Actually, no. I took it to the Fic Zone fair in Granada, a bit worried that people would have prejudices against the theme, but in the end everyone was really nice, and it won the prize for best prototype! With that came a prize to travel to the DAU festival in Barcelona where I met Germán [P. Millán, designer of

Bitoku and Bamboo]. He introduced me to Devir and that was that. I consider Germán my Godfather now (laughing).



MH: Were there a lot of changes between the prototype and the final design?

CG: The art, of course, and a few scoring things, but all in all the changes were minor.

MH: This is obviously a highly thematic game. How did your background as a biblical historian and theologian come into play when developing the theme?

CG: One of the fundamental things that needed to be in the game was the concept of followers sharing goods, and there were certain key concepts that needed to be in the game such as favors and even love. I liked the idea of actions that give benefits to both players. And using the Sanhedrin marker as a clock works great because the more followers Jesus got, the more upset they became, taking us to the end of the game. And of course, placing the apostles near the table at the Last Supper was a key concept to include.



MH: What have you been playing lately?

CG: Unfortunately I haven't had a lot of time to play very lately, but I'm looking forward to more *Gloomhaven*: *Jaws of the Lion*, and I really like *Mombasa* and *Castles of Burgundy*. Aesthetics are really important and make a difference when I'm selecting a game to buy.



MH: What would be in your Top 3?

CG: Right now, *Mombasa*, *Grand Austria Hotel* and *Gaia Project*. I tend to lean toward medium-heavy games.

Thanks to Carmen, and look for *Jerusalem Anno Domini* in stores this April!

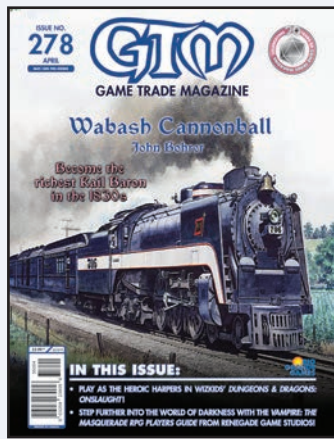
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GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

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ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES



FIKA

Whether at work, in the evenings or over the weekend, "fika" is an integral part of Swedish life and is much more than just a coffee break. It's about making space in your daily life to chat over a hot drink, as you nibble delicious pastries. In *Fika*, you are a street café owner trying to outearn your competitor, by skillfully arranging the cards in your own café and manipulating those of your opponent, so that you can be the first to win two rounds. Scheduled to ship in May 2023.

25C 41000\$14.99



VELONIMO

Race to the summit to score as many points as possible and win the covered jersey. To win a race, you must be the first player to get rid of all your cards. Racer cards may be played alone or in specific combinations of the same color or same value. There are also breakaway specialist cards which can work alone or as part of your team.

25C 30000\$19.99

ACADEMY GAMES



REALITY SHIFT

Reality Shift is a fast-paced 3D racing game for 2 to 4 players set in a retro virtual reality world. The racetrack is made of cubes whose magnetic facings have different paths on them. Your light bike is not constrained by gravity. Your magnetic figure can use any accessible path on the tops and the sides of the cubes. Being fast is not enough though. You will be able to play a card each turn that will move a Reality Cube, creating a track that is always shifting. Don't have a path to the finish? Transform the board to make one. Is an opponent in the lead? Change the track to block their way or just crush them with a Reality Cube, forcing them to respawn at the start. Be faster, smarter, and

more ruthless than the other racers to win. Scheduled to ship in May 2023.
AYG 1100\$65.00

ACHERON GAMES

INFERNO RPG

Scheduled to ship in April 2023.



DANTES GUIDE TO HELL PLAYERS GUIDE (5E)

Inferno is the first original 5th edition Campaign Setting adapting Dante Alighieri's "The Divine Comedy" into a tabletop roleplaying game. *Inferno - Dante's Guide to Hell* is the game's "Player's Handbook", and it focuses on the Lost Ones, living beings forced to enter Hell, including 12 brand-new Archetypes with a 1-20 level progression, setting specific rules, and a deep description of the *Inferno* itself.

ACH GEIN001\$45.00



DIVINA COMMEDIA ARTBOOK

Divina Commedia - Inferno is at the same time the complete Artbook of the game and a luxury edition of the *Divina Commedia First Canticle* (ITA+ENG).

ACH GEIN004\$35.00



VIRGILIO'S UNTOLD TALES GM GUIDE (5E)

Inferno is the first original 5th edition Campaign Setting adapting Dante Alighieri's "The Divine Comedy" into a tabletop roleplaying game. *Inferno - Virgilio's Untold Tales* is the game's "Dungeon Master's Guide" and "Monster Manual", with three new playable archetypes, a campaign in ten episodes, perils, game hooks, secrets, infernal artifacts, the bestiary and the Nine Keepers of Dante's Hell.

ACH GEIN002\$45.00



GUIDES SCREEN (5E)

A luxurious screen for the Guide of *Inferno* in three horizontal facades and in full color on both sides. Featured on the front is an original illustration by Daniela Giubellini, and there are tables and summaries of the main setting rules on the reverse side.

ACH GEIN003\$15.00

ALDERAC ENTERTAINMENT GROUP

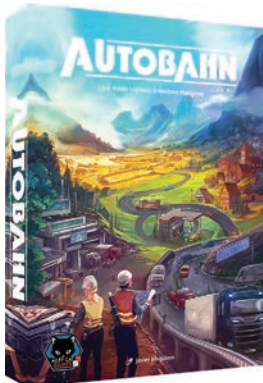


ROLLING HEIGHTS

It's the 1920's and your career as a general contractor is about to take off. You have just started your business in a rapidly expanding city. In *Rolling Heights*, players roll workers in the form of meeples. Standing meeples work hard that day and provide special actions and building materials, while face-down meeples provide nothing. You can always push your luck for better rolls, but you might lose valuable materials you need to construct new buildings. Completing buildings gains you prestige, as well as new workers to help you construct even larger buildings, including skyscrapers.

AEG 7085\$79.99

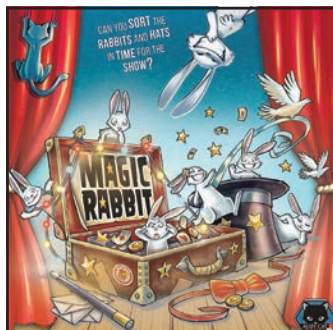
ALLEY CAT GAMES



AUTOBAHN

Develop the Autobahn, building and upgrading Germany's Federal Highway system to improve you standing in the Bundes Autobahn organization. Expand the network, implement a variety of projects, promote employees to optimize your strategy and make the best contributions to the Autobahn. Upgrade your player board to unlock new departments and open up different paths to victory. Develop the iconic Autobahns of Germany, race against other players to export goods, or build a service station empire. Scheduled to ship in April 2023.

ACG 057 \$65.00



MAGIC RABBIT

Scheduled to ship in April 2023.

ACG 068 \$21.99

ARC DREAM PUBLISHING



DELTA GREEN RPG: PRESENCE SCENARIO

A lethal cord of cause and an appalling effect connects the Vermont hills and a haunted woman a thousand miles away. When a young woman in Alabama turns up in New England in an instant, Delta Green sends your Agents to learn how and why. Learning that her vanishing was the work of some strange and fearful gift is only the Agents' first step on a journey of revelations and terrible awakenings. To save her and others, they must follow a trail of horror into night-black woods and vertiginous hills where silence drowns all hope. Presence is a complete scenario for Delta Green, the role-playing game of Lovecraftian horror and conspiracy. Scheduled to ship in April 2023.

APU 8165 \$19.99

ARCANE TINMEN



DRAGON SHIELDS: (100) BRUSHED ART - THE PANDRAGON (DISPLAY 10)

ATM 12097 \$13.99



DRAGONSHIELD ROLEPLAYING: GAME MASTER COMPANION - BLOOD RED

ATM 50009 \$119.99



DRAGONSHIELD ROLEPLAYING: PLAYER COMPANION - MIDNIGHT BLUE

ATM 50012 \$74.99

DRAGONSHIELD ROLEPLAYING: SPELL CODEX



BLOOD RED

ATM 50018 \$29.99



MIDNIGHT BLUE

ATM 50023 \$29.99

DRAGONSHIELD: CARD CODEX - PORTFOLIO 360



BLOOD RED

ATM 39371 \$31.99



FOREST GREEN

ATM 39341 \$31.99



MIDNIGHT BLUE

ATM 39331 \$31.99

DRAGONSHIELD: CARD CODEX - PORTFOLIO 576



BLOOD RED

ATM 39471 \$39.99

DRAGONSHIELD: CARD CODEX ZIPSTER BINDER XL



BLOOD RED

ATM 38109 \$49.99



FOREST GREEN

ATM 39441 \$39.99



FOREST GREEN

ATM 38108 \$49.99



MIDNIGHT BLUE

ATM 39431 \$39.99



MIDNIGHT BLUE

ATM 38110 \$49.99



Black Inside

Charred with real dragon fire!



Dual Sleeves combine a colorful back with a black inside to elegantly frame your cards and even the lightest colors are fully opaque.



AVAILABLE IN 14 COLORS



**Also
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DRAGONSHIELD: CARD CODEX ZIPSTER BINDER REGULAR



BLOOD RED

ATM 38009 \$44.99



FOREST GREEN

ATM 38008 \$44.99



MIDNIGHT BLUE

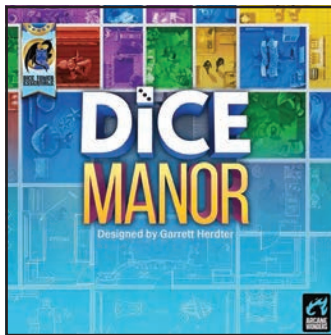
ATM 38010 \$44.99

ARCANE WONDERS

DICE MANOR

Over four rounds, players will use their dice to bid for blueprints, earn advertising space, collect Inspiration tokens and give early tours of their manor. All leading up to the final round where it's time for the Grand Opening of their completed manors - in the hopes of earning the most praise from the community. The player who gets the most prestige (Victory Points) is the winner

AWG DTE14DM \$49.99



THE ARMY PAINTER



FEATURED ITEM



SPEEDPAINT: MEGA SET 2.0

The Speedpaint Mega Set 2.0 introduces 42 new Speedpaint colours, 3 first-of-its-kind Speedpaint Metallics, 1 Medium and 4 favorites from the original Speedpaint range. This set has everything any wargamer could wish for! Contents:

50 x 18ml Speedpaint,

46 Speedpaint Colours, 3 Speedpaint Metallics, 1 Speedpaint Medium, Basecoating Brush, Painting Guide

TAP WP8057 \$199.99

BANDAI CO.

BATTLE SPIRITS SAGA TCG

SPOTLIGHT ON

SET 02 FALSE GODS B OOSTER DISPLAY (24) (BSS02)

The stars of this set are Preybirds and Bladebeasts, magnificent animal spirits. They fight against the Voidlords of each color that invade red territory. This deck archetype is based around effects that increase cores, increasing player enjoyment to the next level! You can construct a Green deck using only cards from this set, a great product for new players. Each pack includes one token card. Use tokens to increase your symbols on the board. Token interaction with nexuses and magic gives an even higher level of strategy to the game! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2687962 PI



SPOTLIGHT ON



STARTER DECK - VERDANT WINGS DISPLAY (6) (ST05)

Experience the new color Green with a Preybirds themed Starter Deck! Cores and a Playsheet are included, so you can jump in with just this deck. Just like ST01 through ST04, all 16 types of cards included have brand new card text and are exclusive to this starter deck. Combine them with cards from BSS02 to construct an even stronger Preybird deck. Includes 2 X Rare cards (same type) that are holo and textured just like X Rares from booster packs! We recommend that competitive players buy two of this deck for a full playset. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2687963 PI



DIGIMON TCG

DIGIMON CARD GAME

OFFICIAL SLEEVES (2023) SET 2 DISPLAY (12)

Contains 12 assorted Digimon sleeve packs with 60 sleeves each. Four all new designs. Scheduled to ship in August 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9038771 PI

SPOTLIGHT ON



RIISING WIND PACK SET DISPLAY (12) (RB01)

Each pack set includes 4 booster packs and a promo card. Special packs limited to 36 card types. These packs feature all-new text and a limited number of types for a greater chance to find rare cards. The character lineup focuses on the Digimon Ghost Game anime, and this set includes many cards of the new Digimon starring in this series! New packaging size for the Digimon Card Game to attract more users. When placed in stores, the packaging draws in users and makes for an easy purchase. 1 of 7 PR cards included featuring 1 rare PR card. 1 of 7 exclusive PR cards are included. These PR cards are Alt Design cards from the main series. 1 of these cards has a low pull rate, an Alt Design Siriusmon. Get more repeat buyers with this incredibly rare card! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2687965 PI

ONE PIECE TCG

SPOTLIGHT ON



GIFT BOX 2023 DISPLAY (6) (GB-01)

An affordable gift that includes 5 Kingdoms of Intrigue (OP-04) booster packs, a card case, and 1 of 4 promo cards with new illustrations. This is a great promo set for both new and experienced players and features a high demand card with a brand-new design. The promo cards are a careful selection of popular characters and those used frequently in tournaments. One random card is included per gift box to encourage multiple purchases! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2691641 PI



SPOTLIGHT ON

ONE PIECE CARD GAME

KINGDOMS OF INTRIGUE BOOSTER DISPLAY (24) (OP-04)

This set centers on the Alabasta and Dressrosa Arcs, long considered by fans to be thematically connected. Both arcs are extremely popular, making this set attractive to fans of the series who have yet to purchase card products. Many popular characters from the Alabasta and Dressrosa Arcs appear for the first time in this pack! Enhancement cards for 2 decks releasing in August are also included as an incentive to purchase. In addition to the Alt Art cards that have proved popular in past sets, this set features the new themed Alt Art cards introduced in the previous product release whose designs are unified under a single theme, enhancing the desirability of this product for collectors. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

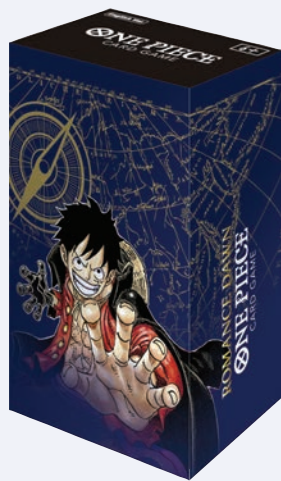
BAN 2691629..... PI

OFFICIAL SLEEVES SET 4 DISPLAY (12)

Contains 12 assorted *One Piece* sleeve packs with 70 sleeves each. Four different designs. Scheduled to ship in December 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9037990..... PI

SPOTLIGHT ON



KINGDOMS OF INTRIGUE DOUBLE PACK SET V1 DISPLAY (8) (DP-01)

As the next best product for value after boosters, this item will appeal to general consumers and increase exposure to the *One Piece Card Game* in stores. The packaging doubles as a card case making this product more economical, accessible, and collectible. Each set will include 2 randomly selected DON!! cards with exclusive designs, encouraging multiple purchases to collect both of them. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2683024..... PI

SPOTLIGHT ON

MONKEY.D.LUFFY STARTER DECK DISPLAY (6) (ST-08)

Two decks featuring the internationally popular characters Monkey.D.Luffy and Yamato will be released at the same time! Whether you're new to *One Piece Card Game* or already building up your card collection, this is the character lineup you've been waiting for. Add to your card pool with black cards, first released in ST-05 and yellow cards first released in ST-07. Have more scope for deckbuilding with enough black or yellow cards to rival the other colors! This is the perfect way for new players to get started, and a great chance for experienced players to strengthen their deck. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2687837..... PI



STARFINDER



STARFINDER FLIP-MAT: AMUSEMENT PARK

Ready-to-use science-fantasy set pieces for the busy Game Master. With Amusement Park, you'll be ready for the next time your players want to unwind!

PZ07336 MSRP \$16.99



STARFINDER DECK OF ENDLESS NPCs

Creating an impromptu character when the heroes meet a contact can be a challenge, but this tool makes it as simple as drawing cards from the deck.

PZ07430 MSRP \$24.99



STARFINDER ADVENTURE: DRIFT CRISIS CASE FILES

In the aftermath of the Drift Crisis, investigators scramble to take on three cases in this all-new Starfinder adventure anthology.

PZ07606 MSRP \$24.99



WWW.PAIZO.COM

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GAMES

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GTM

APR 2023

29



ENCHANTED PLUMES™



Craft Dazzling Plumes to Win!
Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

SPOTLIGHT ON



YAMATO STARTER DECK DISPLAY (6) (ST-09)

Two decks featuring the internationally popular characters Monkey.D.Luffy and Yamato will be released at the same time! Whether you're new to One Piece Card Game or already building up your card collection, this is the character lineup you've been waiting for. Add to your card pool with black cards, first released in ST-05 and yellow cards first released in ST-07. Have more scope for deckbuilding with enough black or yellow cards to rival the other colors! This is the perfect way for new players to get started, and a great chance for experienced players to strengthen their deck.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. **PI**

BANDAI NAMCO TOYS & COLLECTIBLES

KIKI'S DELIVERY SERVICE

Scheduled to ship in April 2023.



MARUSHIN CUSHION - KIKI
BNT MAR51299 \$28.00



SUN ARROW PLUSH - 6.5"
KIKI FLURRY BEAN BAG
BNT SAR06999 \$20.00



MARUSHIN MOCHI MOCHI CUSHION - KIKI AND THE FLUFFY BREAD
BNT MAR67234 \$24.00



MARUSHIN MICRO LOOP TOWEL - KIKI
BNT MAR75446 \$8.00

MY NEIGHBOR TOTORO

Scheduled to ship in April 2023.



MARUSHIN CUSHION - BIG GREY TOTORO
BNT MAR64998 \$45.00

THEY'RE BACK!

ALIENS

ANOTHER GLORIOUS DAY IN THE CORPS

A Cooperative Survival Game



The Best Selling Bug Hunt Returns!

Aliens is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together, keep your cool, and stay frosty to fight off relentless Xenomorph ambushes and get out of there alive.

- Play iconic characters
- Recreate awesome scenes from the movie
- Quick and easy rules
- Dynamic co-op gameplay
- And all the Aliens you can kill!

\$70



RETURNING JUNE 2023

PRODUCT CODE: ALIENS11



1-2 hrs



1-6
players



Ages
14+

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MARUSHIN CUSHION - BIG TOTORO
BNT MAR51296\$37.00



SUN ARROW PLUSH - 13" GREY FLUFFY BIG TOTORO
BNT SAR05166\$75.00



MARUSHIN MICRO LOOP TOWEL - CAT BUS
BNT MAR75445\$8.00



MARUSHIN CUSHION - CATBUS
BNT MAR64994\$30.00



SUN ARROW PLUSH - 9" GREY FLUFFY MEDIUM TOTORO
BNT SAR05158\$30.00



MARUSHIN MOCHI MOCHI CUSHION - TOTORO, CLOVERS AND FLOWERS
BNT MAR67233\$24.00

SPOTLIGHT ON



SUN ARROW PLUSH - CATBUS AND GRAY TOTORO
BNT SAR10818\$36.00



MARUSHIN MICRO LOOP TOWEL - BIG TOTORO
BNT MAR75444\$8.00

SPIRITED AWAY

Scheduled to ship in April 2023.

SPOTLIGHT ON



MARUSHIN CUSHION - NO FACE
BNT MAR67235\$35.00



SUN ARROW PLUSH - NO FACE
BNT SAR08232\$22.00

NANOBLOCK POKÉMON SERIES

Scheduled to ship in March 2023.



BEWEAR
BNT 21450\$12.00

SPOTLIGHT ON



BULBASUR
BNT 14621\$12.00



CHANSEY
BNT 20982\$12.00



KYOGRE
BNT 21678\$12.00



GARCHOMP
BNT 22047\$12.00



LUCARIO
BNT 21918\$12.00



GARDEVOIR
BNT 22553\$12.00



MEGA VENUSAUR
BNT 22419\$12.00



HO-OH
BNT 20852\$12.00



METAGROSS
BNT 22555\$12.00



KUBFU
BNT 22046\$12.00



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BNT 21383\$12.00



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- Create a unique Pony, Pegasus, or Unicorn character of your very own
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- One player is the Game Master who leads the story for 2-5 other players
- Contains an introductory story for a new group of friends
- Explore Ponyville, the Everfree Forest, and the rest of Equestria like never before
- Interact with favorite My Little Pony characters to make friends with or face as foes

RGS09627 MSRP \$50

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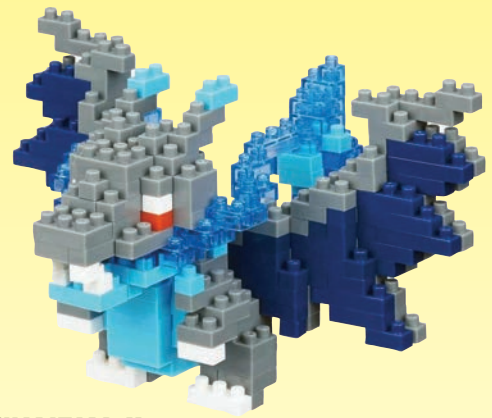
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FEATURED ITEM



MEGA CHARIZARD X
BNT 21549 \$12.00



PIPLUP
BNT 22268 \$12.00



SUICUNE
BNT 22167 \$12.00



RAYQUAZA
BNT 21677 \$12.00

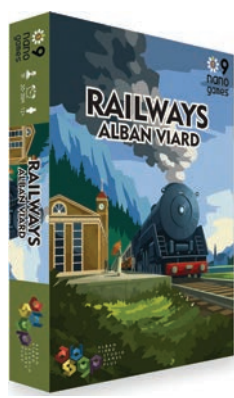
SPOTLIGHT ON

VENUSAUR
BNT 20382 \$12.00

SPOTLIGHT ON

YU-GI-OH! MEGAHOUSE MONSTERS CHRONICLE - BLUE EYES WHITE DRAGON
Scheduled to ship in July 2023.
BNT MGH83527 \$70.00

CAPSTONE GAMES



NANO9GAMES VOLUME 1: RAILWAYS

In the middle of the 19th century, you must take advantage of the steam age and build your railroad empire by developing railroads, expanding buildings and moving passengers to make the most profit at the end of 12 game rounds! Be careful of your pollution level as it can ruin your profits! Railways is the first game in the Nano9Games family — consisting of 9 cards, 9 dice, and 9 cubes, you must build a network and connect to different businesses in order to move passengers for profit.
CSG NANO-01 \$16.99

PHANTOM SLEEVES: AQUA SIZE

(80MM X 80MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1016 \$3.99



GLOSS/MATTE
CSG PS2016 \$3.99



MATTE/MATTE
CSG PS3016 \$3.99

PHANTOM SLEEVES: BLUE SIZE

(58MM X 89MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1006 \$3.99



GLOSS/MATTE
CSG PS2006 \$3.99



MATTE/MATTE
CSG PS3006 \$3.99

PHANTOM SLEEVES: BROWN SIZE

(43MM X 65MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1015 \$3.99



GLOSS/MATTE
CSG PS2015 \$3.99



MATTE/MATTE
CSG PS3015 \$3.99

PHANTOM SLEEVES: EVERGREEN SIZE

(88MM X 125MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1014 \$3.99



GLOSS/MATTE
CSG PS2014 \$3.99



MATTE/MATTE
CSG PS3014 \$3.99

PHANTOM SLEEVES: GREEN SIZE

(56MM X 87MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1005 \$3.99



GLOSS/MATTE
CSG PS2005 \$3.99



MATTE/MATTE
CSG PS3005 \$3.99

PHANTOM SLEEVES: GOLD SIZE

(50MM X 75MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1012 \$3.99



GLOSS/MATTE
CSG PS2012 \$3.99



MATTE/MATTE
CSG PS3012 \$3.99

PHANTOM SLEEVES: "LIME SIZE"

(70MM X 110MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1013 \$3.99



GLOSS/MATTE
CSG PS2013 \$3.99



MATTE/MATTE
CSG PS3013 \$3.99

PHANTOM SLEEVES: GRAY SIZE

(64MM X 88MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1001 \$3.99

PHANTOM SLEEVES: NAVY SIZE

(80MM X 120MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1009 \$3.99



GLOSS/MATTE
CSG PS2009 \$3.99



MATTE/MATTE
CSG PS3009 \$3.99

PHANTOM SLEEVES: ORANGE SIZE

(70MM X 70MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1011 \$3.99



GLOSS/MATTE
CSG PS2011 \$3.99



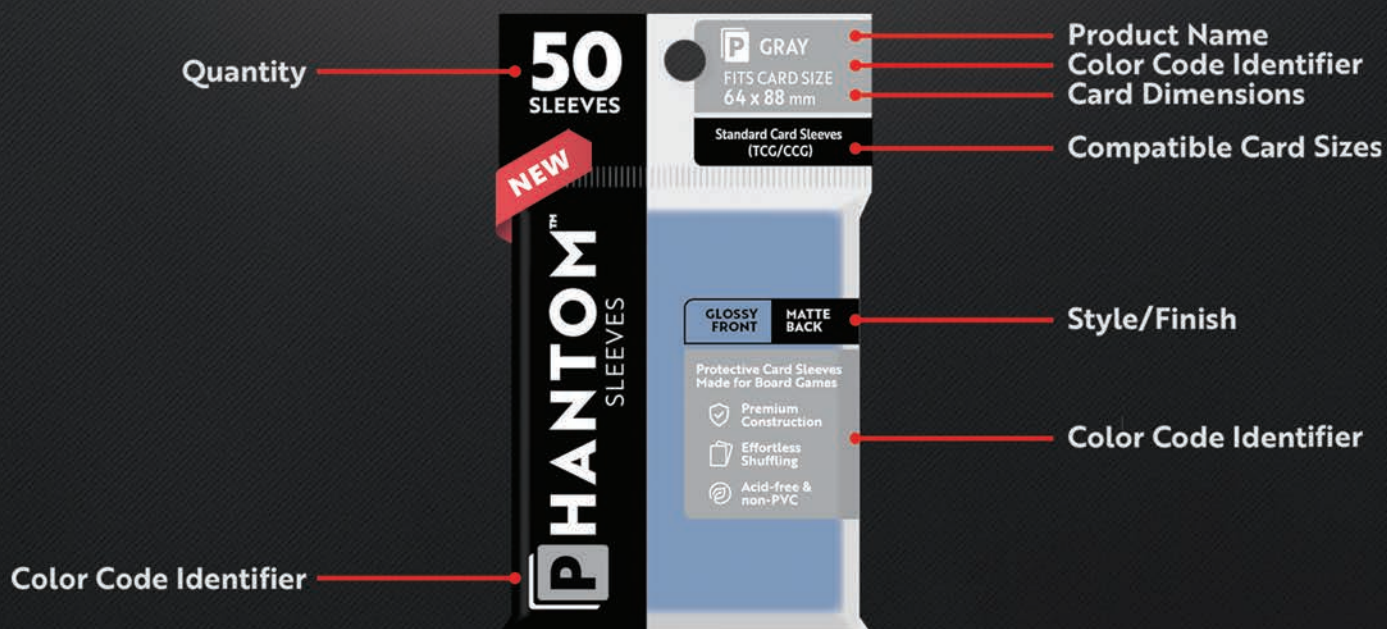
MATTE/MATTE
CSG PS3011 \$3.99

PHANTOM™

SLEEVES



AVAILABLE MAY 2023



Protective Card Sleeves Made for Board Games



18 unique card sleeve sizes cover nearly **90%** of all board games on the market
100 um thickness

Each card sleeve size will have **3** finishes:

- Gloss Front / Gloss Back
- Gloss Front / Matte Back
- Matte Front / Matte Back

Easy identifiers for product variation:

- Color coding for each size
- Name of each size is a memorable color
- Size Chart helps identify correct product





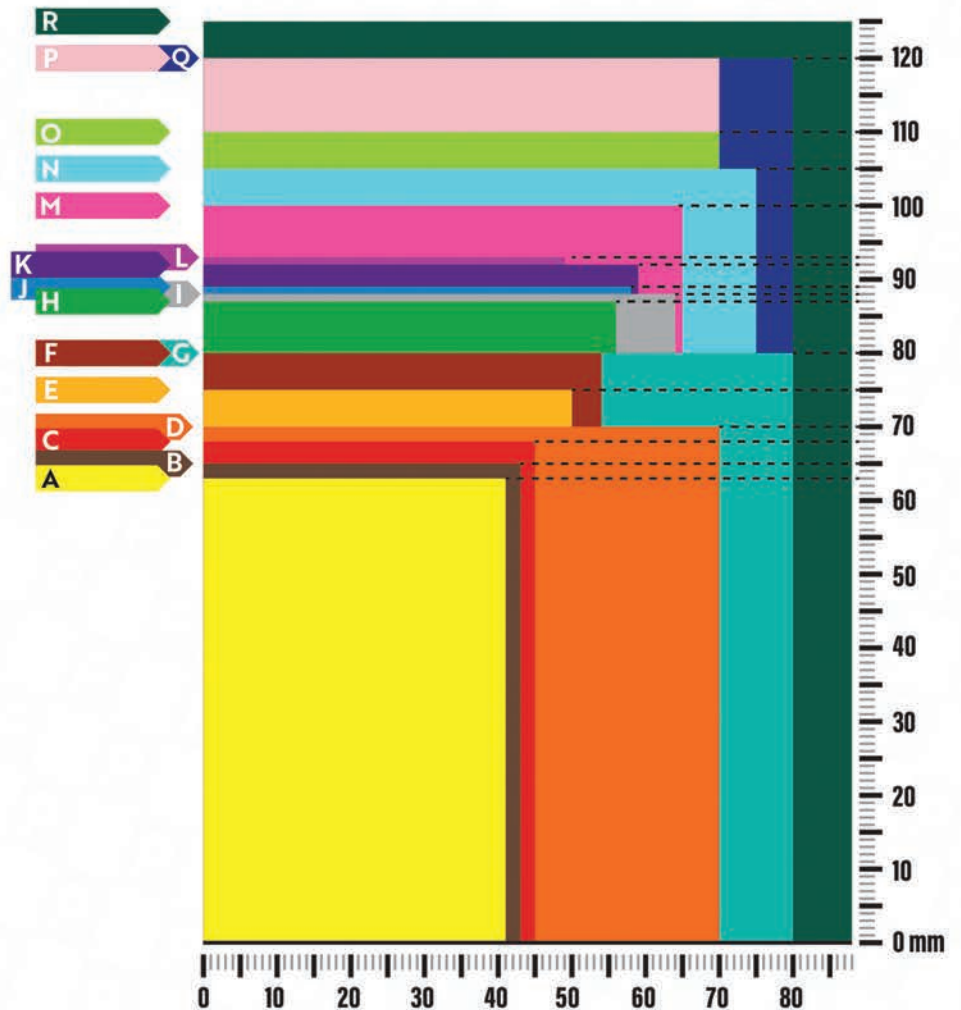
Directions: Place your card on the Card Chart to find it's matching Phantom Sleeve color code. With the color code identified, you know which Phantom Sleeve product fits your card! All Phantom Sleeve sizes are available in 3 finishes. Glossy is completely transparent while Matte offers anti-glare protection. Card size dimensions are also included as a reference.

Phantomsleeves.com

@PhantomSleeves

@PhantomSleeves

CARD CHART SLEEVE FINDER



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Phantom Color	Card Style	Gloss Gloss	Gloss Matte	Matte Matte	Card Size (mm)
A Yellow	Mini-American Card Sleeves	PS1004	PS2004	PS3004	41 63
B Brown	Mini-Chimera™ and More	PS1015	PS2015	PS3015	43 65
C Red	Mini-European Card Sleeves	PS1003	PS2003	PS3003	45 68
D Orange	Standard Square Card Sleeves	PS1011	PS2011	PS3011	70 70
E Gold	Sails of Glory™ and More	PS1012	PS2012	PS3012	50 75
F Rust	Catan™ and More	PS1010	PS2010	PS3010	54 80
G Aqua	Large Square Card Sleeves	PS1016	PS2016	PS3016	80 80
H Green	American Card Sleeves	PS1005	PS2005	PS3005	56 87
I Gray	Standard Card Sleeves (CCG/TCG)	PS1001	PS2001	PS3001	64 88
J Blue	Chimera™ and More	PS1006	PS2006	PS3006	58 89
K Purple	European Card Sleeves	PS1002	PS2002	PS3002	58 92
L Violet	Siege of Vienna™ and More	PS1018	PS2018	PS3018	49 93
M Pink	7 Wonders™ and More	PS1007	PS2007	PS3007	65 100
N Sky	Watergate™ and More	PS1017	PS2017	PS3017	75 105
O Lime	Lost Cities™ and More	PS1013	PS2013	PS3013	70 110
P Rose	Tarot Card Sleeves	PS1008	PS2008	PS3008	70 120
Q Navy	Dixit™ and More	PS1009	PS2009	PS3009	80 120
R Evergreen	Tiny Epic™ and More	PS1014	PS2014	PS3014	88 125



PHANTOM SLEEVES: PINK SIZE

(65MM X 100MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1007 \$3.99



GLOSS/MATTE
CSG PS2007 \$3.99



MATTE/MATTE
CSG PS3007 \$3.99



GLOSS/GLOSS
CSG PS1010 \$3.99



GLOSS/MATTE
CSG PS2010 \$3.99



MATTE/MATTE
CSG PS3010 \$3.99

PHANTOM SLEEVES: PURPLE SIZE

(59MM X 92MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1002 \$3.99



GLOSS/MATTE
CSG PS2002 \$3.99



MATTE/MATTE
CSG PS3002 \$3.99



GLOSS/GLOSS
CSG PS1017 \$3.99



GLOSS/MATTE
CSG PS2017 \$3.99



MATTE/MATTE
CSG PS3017 \$3.99

PHANTOM SLEEVES: RED SIZE

(45MM X 68MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1003 \$3.99



GLOSS/MATTE
CSG PS2003 \$3.99



MATTE/MATTE
CSG PS3003 \$3.99



GLOSS/GLOSS
CSG PS1018 \$3.99



GLOSS/MATTE
CSG PS2018 \$3.99



MATTE/MATTE
CSG PS3018 \$3.99

PHANTOM SLEEVES: ROSE SIZE

(70MM X 120MM) (50)

Scheduled to ship in May 2023.



GLOSS/GLOSS
CSG PS1008 \$3.99



GLOSS/MATTE
CSG PS2008 \$3.99



MATTE/MATTE
CSG PS3008 \$3.99



GLOSS/GLOSS
CSG PS1004 \$3.99



GLOSS/MATTE
CSG PS2004 \$3.99



MATTE/MATTE
CSG PS3004 \$3.99

PHANTOM SLEEVES: RUST SIZE

(54MM X 80MM) (50)

Scheduled to ship in May 2023.

PHANTOM SLEEVES: SKY SIZE

(75MM X 105MM) (50)

Scheduled to ship in May 2023.

PHANTOM SLEEVES: VIOLET SIZE

(49MM X 93MM) (50)

Scheduled to ship in May 2023.

PHANTOM SLEEVES: YELLOW SIZE

(41MM X 63MM) (50)

Scheduled to ship in May 2023.

SPOTLIGHT ON



WANDERING TOWERS

All the wizards must assemble at Ravenskeep... but every last one of them has procrastinated, distracted by learning new spells. They've also used all their potions—they can't show up unprepared, with empty potion bottles! Help your wizards get to Ravenskeep as quickly as possible. Using their magic they could even move the very towers atop which they stand to get there more easily! But how can they refill their potion bottles along the way? Well, here's a little secret: Trapping wizards allows you to capture some of their magical essence in a bottle... Scheduled to ship in August 2023.

CSG ABTOW01\$44.95



WANDERING TOWERS: MINI-EXPANSION 1

Includes 2 new Magic Spells to help your wizards get to Ravenskeep! Scheduled to ship in August 2023.

CSG ABTOW02PI

CATALYST GAME LABS



FEATURED ITEM

BATTLETECH: PAINT STARTER

This selection of The Army Painter material has everything you need to start painting your 'Mech miniatures: ten bottles of acrylic paint and a brush. The all-in-one Speedpaint is a true one-coat painting solution offering rich shading, vibrant saturation, and an easy highlight simultaneously.

This paint set will help painters develop their skills and bring new life to their miniatures. While focused on House forces, this starter easily covers Clan 'Mechs as well. Scheduled to ship in June 2023.

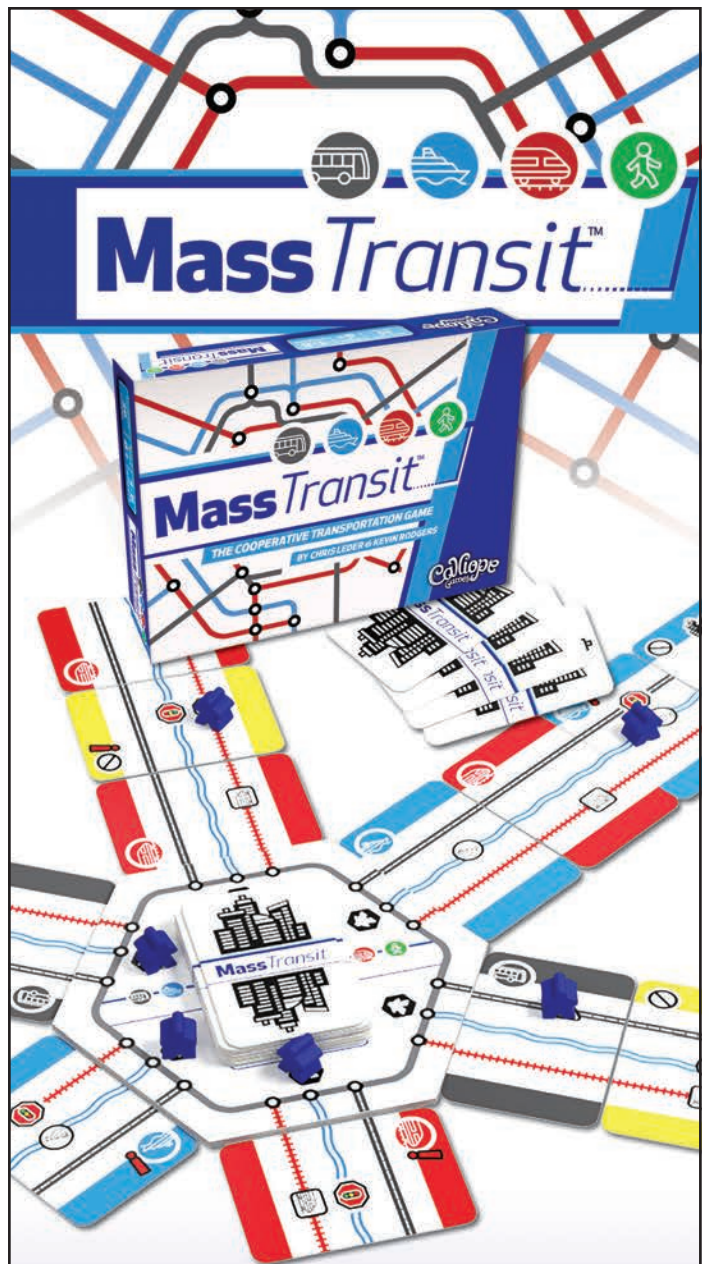
CAT 35PS1\$44.99



SHADOWRUN DBG: EDGE ZONE MAGIC DECK

The Shadowrun collectible card game from the '90s returns, now as an upgradeable deck-building game! With some updated art, revised rules, and a new design, this game contains all the fun of building a team of runners, throwing them against obstacles, and overcoming challenges to earn nuyen and Karma! With enough cards for two players to get started, this box launches players into the game. Key selling points. Cards in the Magic deck emphasize spellcasters, adepts, and other magic elements of the Sixth World. Scheduled to ship in May 2023.

CAT 28701\$39.99



**Work Together With Others -
Or Play Solo!**
**Cleverly construct routes and move
vehicles - while avoiding traffic
and red tape - to send six commuters
home before time runs out!**



www.CalliopeGames.com

Game play
20
minutes

Ages
8+

1-6
players

GAMES

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GM

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2023

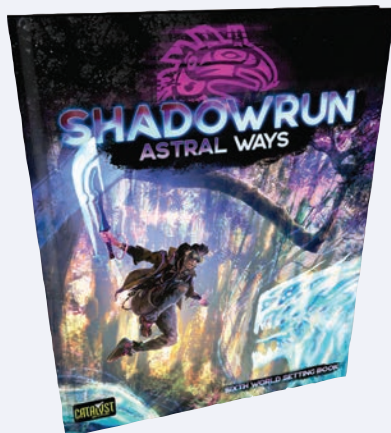
39

SPOTLIGHT ON



DAVE TAYLOR MINIATURES

SPOTLIGHT ON



SHADOWRUN RPG: ASTRAL WAYS

Previous Shadowrun books, including Cutting Black, Slip Streams, and The Third Parallel, have introduced plot machinations occurring in Sixth World metaplanes. *Astral Ways* moves some of those plotlines forward by bringing shadowrunners into the metaplanes and giving them a chance to explore wild new areas. For anyone looking to add a new twist to their Shadowrun game and also get a chance to uncover some deep mysteries, *Astral Ways* has the necessary details!

CAT 28101.....\$49.99



THE ART OF CHRIS SUHRE VOLUME 4 HARDCOVER

DTM 2004.....\$38.00



THE ART OF TOMMIE SOULE VOLUME 5 HARDCOVER

DTM 2005.....\$38.00



THE ART OF SEYNI N' DIAYE VOLUME 6 HARDCOVER

DTM 2006.....\$38.00

DEVIR AMERICAS



JERUSALEM: ANNO DOMINI

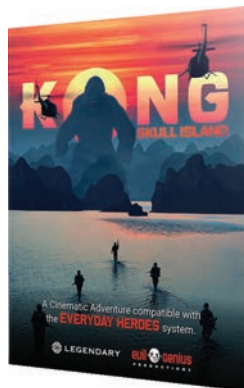
Jerusalem is a fantastic modern, biblically based, euro strategy game with an incredibly immersive theme. Like most good euro board games, players will have a wide range of possibilities at their disposal, including multiple ways for them to earn victory points. Designed for up to four players, *Jerusalem* also includes a unique two player variant game and a Solo mode that can be played as a "campaign": a series of solitaire games in which the difficulty increases every time a game is won. Scheduled to ship in April 2023.

DVR DEVIERUSALEM.....\$59.99

EVIL GENIUS GAMING

EVERYDAY HEROES RPG: CINEMATIC ADVENTURES

Scheduled to ship in June 2023.



KONG SKULL ISLAND

The morally questionable conglomerate, Pinnacle Biotech, is capturing superspecies from Skull Island to weaponize them for military use. Clearly, they are playing with fire. Can you stop them from disturbing the fragile ecosystem and angering the king of the island? *Cinematic Adventures* are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+ page digital books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone.

EVL 05000\$24.99



PACIFIC RIM

The Pan Pacific Defence Corps (PPDC's) powerful new prototype Jaeger, the Fenris Alpha, lies scattered at the edge of a deep ocean trench, its pilots still alive within their protected capsule. The players must fight the Kaijus that defeated the Fenris, rescue the pilots, and get home safely. *Cinematic Adventures* are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+ page digital books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone.

EVL 04000\$24.99

DARRINGTON PRESS

SPOTLIGHT ON



THE CHRONICLES OF EXANDRIA VOL. 1: THE TALE OF VOX MACHINA

The Chronicles of Exandria Vol. 1: The Tale of Vox Machina is our reprinted art book which covers the first half of the story of Vox Machina. Our art book series is truly a labor of love and a celebration of our wonderful community. This is a refreshed version and includes 1 new piece from the Tal'Dorei Guide. Each piece of art was created by a member of the Critter community (from all around the world!) and curated and art directed by the cast of *Critical Role* (with a special shout out to our art dad, Liam O'Brien, and our favorite pyramid goth, Taliesin Jaffe) and our friend Lauryn Ipsum (who also designed the book!). Scheduled to ship in June 2023.

DRP COE-V1PI

GAMES

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40



EVIL HAT PRODUCTIONS

APOCALYPSE KEYS RPG HARDCOVER

As an Omen class monster, you are the only thing capable of holding back the apocalypse. Combat occult threats and investigate supernatural phenomena alongside your team of supernatural agents working for the shadowy DIVISION. But in a world that shuns monsters like you, only your deepest, most heartfelt bonds can grant you the power to stop those who seek to unlock Doom's Door. The apocalypse draws near. There are Keys to find, Mysteries to solve, Doors to unlock, and ruthless Harbingers to battle. EHP 0059.....\$50.00

FANROLL

MYSTERY MISFIT

SPOTLIGHT ON


**MINI POLYHEDRAL DICE
(2 PACK, 7 DICE PER PACK)**

MET 9203.....\$9.99

SPOTLIGHT ON


**RESIN POLYHEDRAL
DICE SET (7)**

MET 9202.....\$9.99

FREE LEAGUE PUBLISHING

MORK BORG: IKHON

IKHON is a mystery box for MÖRK BORG. A gaol keeping four almost-forgotten folk gods at bay; the Bilkherd, the Becklure, the Old Dead and the dreaded Silklend. Those who dare commune with them are promised great rewards. But life and death go hand in hand and too small a sacrifice could be perceived as an insult. This gift could very well be a curse.

FLF FLW12.....\$24.99



GREATER THAN GAMES


**SENTINELS OF THE MULTIVERSE:
DEFINITIVE EDITION - ROOK CITY
RENEGADES EXPANSION**

Rook City: home to more ne'er-do-wells and career criminals than you can count. From Ghoulish cultists to organized crime syndicates to sewer monsters to massive robots fueled by corporate greed, this city has it all. You are all that stands between them and the innocent bystanders, there are more of them than there are of you. Do you have what it takes to save the city? *Sentinels of the Multiverse: Rook City Renegades* expands the award-winning core game of *Sentinels of the Multiverse: Definitive Edition*! Gritty heroes, terrible villains, and deadly environments all

come together in this expansion, adding a lot of content, and even a few new mechanics! GTG SMDE-ROOK.....\$59.95

PATHFINDER


**PATHFINDER ADVENTURE
PATH 189: DREAMERS OF
THE NAMELESS SPIRES**

Conclude the Gatewalkers AP in which paranormal investigators unravel a mystery that left them with lost memories and strange powers.

PZ090189 MSRP \$26.99


**PATHFINDER FLIP-MAT
CLASSICS: NOBLE ESTATE**

Depicting the ground floor and roof of a grand estate, this beautifully detailed double-sided map sets the perfect scene for escapades among the elite!

PZ031043 MSRP \$16.99


**PATHFINDER LOST OMENS:
FIREBRANDS**

New rules content including new equipment, magic items, spells, and support for archetypes for players who want to play a rebel in their campaigns!

PZ09315 MSRP \$39.99



WWW.PAIZO.COM

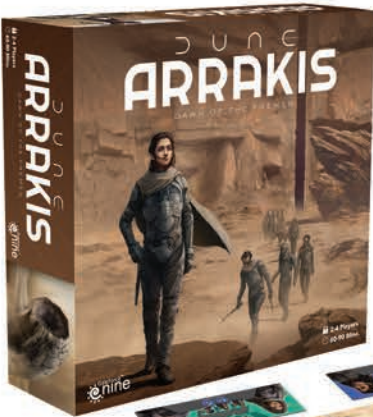
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WWW.GF9.COM

GAMES

OUT NOW



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFF01 \$65



OUT NOW



Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoop, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?



45
mins



2-4
players



Ages
14+

GF9 ENHO01 \$40

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Gf9

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Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins



2-4
players



Ages
14+

GF9 DWN01 \$60



MON LNO

GAMES

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ENUN



DUNE Ecaz & Moritani

House Ecaz is ruled by Archduke Armand Ecaz, who is well respected in the Landsraad and keen to strengthen his standing by forging lasting alliances. House Moritani: Led by the ruthless and cunning Viscount

Hundro Moritani, the Moritanis did not hesitate to use terror tactics to conquer their enemies, resorting to assassination, sneak attacks, and sabotage.



120+
mins



2-6
players



Ages
14+

GF9 DUNE08 \$25

Aliens: Another Glorious Day in the Corps

Something is wrong in Hadley's Hope. Sparking wires and flickering lights give you some fleeting glimpses of the carnage. Debris is scattered everywhere and broken furniture has been hastily pushed into makeshift barricades. ...but no people... where are the bodies?

You and your team of specialist Colonial Marines will gear up with serious firepower and head in to Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together; keep your cool, and stay frosty!



90-120
mins



1-6
players



Ages
14+

GF9 ALIENS11 \$70



ENUN

INDIE BOARDS & CARD



ASTRO KNIGHTS: ORION EXPANSION

Astro Knights, The Orion System is an expansion for *Astro Knights*. Each stretch goal from the Kickstarter is collected in this expansion, providing more fuel, tech, and weapon cards with which to power your game!

IBC AKOS1\$19.99

INSIDE UP GAMES

EARTH

Over millions of years of evolution and adaptation, the flora and fauna of this unique planet have grown and developed into amazing life-forms, creating beautiful symbiotic ecosystems and diverse habitats. It's time to create your island: a 4x4 tableau of self-supporting growth, expansion and supply where even the cards you don't need become compost for future gain. *Earth* is an open-world engine builder for 1 to 5 players with simple rules but many strategic possibilities. Scheduled to ship in May 2023.

IUG 011\$50.00



KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: EGYPTIAN GOD UNLIMITED DECK DISPLAY (8)

Egyptian God Deck: Slifer the Sky Dragon and Egyptian God Deck: Obelisk the Tormentor serve up simple strategies to Summon and win with either Slifer the Sky Dragon or Obelisk the Tormentor. Each Egyptian God Deck is 40 cards total and includes 1 Egyptian God Card and 5 new cards - 4 unique new cards as well as 1 copy of Soul Crossing, a brand-new Quick-Play Spell Card included in both Decks that lets you Tribute Summon your Egyptian God Card by Tributing your opponent's monsters! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86067\$95.92

SPOTLIGHT ON

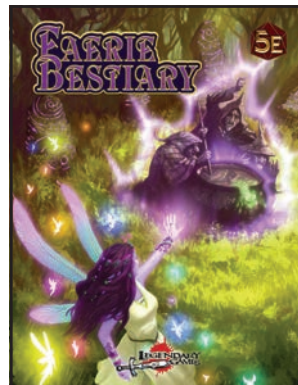


YU-GI-OH! TCG: WILD SURVIVORS BOOSTER DISPLAY (24)

This 60-card set brings three new captivating strategies that can dominate your Duels! Each theme has a unique gameplay style to discover - find the one that fits you best! Here's just a sample of what is on the menu: Giant Dinosaurs that evolved to use different types of Summoning techniques! Wild Survivors introduces new Dinosaur monsters for your Extra Deck, including a Fusion, a Synchro, and an Xyz Monster! Whether you're powering up your existing Dinosaur Deck or looking to build one for the first time, you'll be able to find the cards you need in Wild Survivors! **OTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86150\$107.76

LEGENDARY GAMES



FAERIE BESTIARY (5E)

The *Faerie Bestiary* is an incredible creature collection for the 5th Edition of the world's most famous roleplaying game, bringing you monsters from every flavor of fairy tale and that dance along the borders of dream and reality with unspeakable grace and wild abandon. You'll find nearly 240 incredible creatures from the Fey Realms both seelie and unseelie alike, from fauns to forestmaster unicorns, brownies to bandersnatches, tiny snapdragon leshys and titanic mosslords. This bestiary contains monsters from Challenge levels from 0 to 30 and nearly every creature type, plus appendices on fey-touched beasts and dreamscapes! Scheduled to ship in May 2023.

STANDARD EDITION LGP 562FB015E\$59.99

DELUXE EDITION LGP 562FB015EDX\$79.99

THE DRAGON'S HOARD #26 (5E)

The *Dragon's Hoard* is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The *Dragon's Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! In this month's features you'll find: The Treasure Trove, featuring magnificent magical items like the greyblade, rime scroll, rod of gainful sorcery, and battle-bo of the daredevil! Scheduled to ship in May 2023.

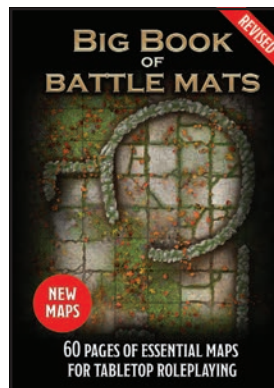
LGP 572DH265E\$12.99



LOKE BATTLE MATS

BATTLE MATS

Scheduled to ship in June 2023.



BIG BOOK OF BATTLE MATS REVISED

Updated for 2023 with all new maps, the iconic *Big Book of Battle Mats* has a new look! With 60 RPG map pages that are wet & dry marker compatible, this is a must have for Game Masters planning and running tactical roleplaying encounters! And it can be used with any fantasy RPG!

LBM 036\$26.99



GIANT BOOK OF BATTLE MATS REVISED

Our Biggest RPG *Battle Map Book* is back. With all new maps for 2023, it boasts 62 map pages each 17"x12", opening to create a lay flat huge 17"x24" battle map! Featuring a 1" grid throughout, and wet & dry marker safe wipe clean pages, this map book makes creating, planning and running epic encounters easy! Just open & Roll...

LBM 037\$46.99

MODIPHIUS

ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in March 2023.



DAWNGUARD VAMPIRE HUNTERS
MUH 0330312\$59.00



VAMPIRE FLEDGLINGS
MUH 0330313\$59.00

IRONSWORN RPG

STARFORGED - ASSET DECK

Brave the perils of the Forge and upgrade your playscape with this set of character asset cards for the Ironsworn: Starforged tabletop roleplaying game.

MUH 051V003\$17.99



STARFORGED - DELUXE EDITION RULEBOOK

In *Ironsworn: Starforged*, you are a spaceborne hero sworn to undertake perilous quests. You will explore uncharted space, unravel the secrets of a mysterious galaxy, and build bonds with those you meet on your travels. Most importantly, you will swear iron vows and see them fulfilled—no matter the cost. *Starforged* is a standalone follow-up to the *Ironsworn* tabletop roleplaying game. Experience with *Ironsworn* is not required to play. *Starforged* builds on *Ironsworn*'s award-winning innovations to chart a path into an exciting new frontier.

MUH 051V001\$46.99



STARFORGED - REFERENCE GUIDE

This lay-flat, wirebound companion to the *Ironsworn: Starforged* tabletop roleplaying game contains core content from the *Starforged* rulebook, along with additional condensed summaries.

MUH 051V002\$20.99



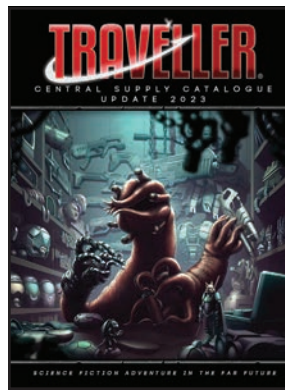
MONGOOSE PUBLISHING



TRAVELLER RPG: 2300AD - PROJECT BAYERN BOXED SET

This set contains all the data needed to run an ongoing campaign of adventures based around the monumental voyage of the Bayern. Details on the ship and its auxiliary vessels are included to give both Travellers and Referees a full understanding of their limitations and capabilities. Background information on the Astronomischen Rechen-Institut will allow the Travellers to identify with the goals of the mission and understand more completely this unique Foundation. Biographical information on the flight crew and heads of the scientific team provides ready-made Travellers or fully developed NPCs. Scheduled to ship in April 2023.

MGP 20025\$99.99



TRAVELLER RPG: CENTRAL SUPPLY CATALOGUE UPDATE 2023

This book contains all the equipment Travellers will want, need, or wish they had as they cross the galaxy. From entertainment products to laser cannons, from cameras to powered armor, the *Central Supply Catalogue Update 2023* has combed the galaxy for items suited to the most discerning Traveller. With this book, you will have everything needed to entertain the local ambassador, survive a month – or years – in the wilderness, or wage a planetary war. Scheduled to ship in April 2023.

MGP 40095\$49.99



TRAVELLER RPG: JTAS

Welcome to the *Journal of the Travellers' Aid Society*, your indispensable guide to adventuring in the Far Future. Each volume is a treasure trove of information and game additions for *Traveller*, including adventures, new ships, alien creatures from across Charted Space, philosophical musings on the big empires, histories, different takes on familiar equipment, new vehicles, characters to be met in starports, playable alien races, and much, much more... Scheduled to ship in May 2023.

VOLUME 7 MGP 40078\$24.99

VOLUME 8 MGP 40079\$24.99

MONTE COOK GAMES



PATH OF THE PLANEBREAKER (CYPHER SYSTEM)

A cursed moon hurtles through the multiverse, crashing from one plane to the next, never at rest, forever fleeing a catastrophe that predates existence itself. Behold the Planebreaker! The Planebreaker visits all planes, all demiworlds, and all dimensions. Some are known to sages and planar travelers. But in a multiverse stretching across epochs, the number of previously uncatalogued planes is vast. The Planebreaker races through all of them, in time, and the Path that trails behind it creates a route that links them all.

MKG 316\$54.99



PATH OF THE PLANEBREAKER (5E): PLANAR CHARACTER OPTIONS

Planar natives, multiverse explorers, and those touched by mysterious forces leaking through from the planes: these characters are shaped by backgrounds and experiences unlike those found in more conventional environs. From the amethyst fist monk, who channels power through a psionically resonant prosthetic, to a traveler character with a mysterious cosmic map imprinted on their skin, to a character with the Limbo Touched feat, who can change objects at will—characters with ties to the planes are just a bit, well, different.

MKG 315\$29.99

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NEED GAMES



FABULA ULTIMA RPG: CORE RULEBOOK

In *Fabula Ultima*, you and your friends will tell epic stories of would-be heroes and fearsome villains, set in fantasy worlds brimming with magic, wondrous locations, and uniquely bizarre monsters! Create your own setting together: with three different styles as reference, your group can freely shape the world as they wish, including powerful kingdoms, small villages, major historical events, and the people who inhabit these lands. A simple and intuitive ruleset that evokes both gameplay and atmospheres from the most beloved JRPGs, all while encouraging players to proactively set goals and influence the story: no choice is without consequence! Scheduled to ship in April 2023.

NDG FUE001 \$29.90

FABULA ULTIMA RPG: PRESS START

In *Fabula Ultima* you and your friends will tell epic stories of aspiring heroes and fearsome villains, set in fantasy worlds brimming with magic, wondrous places, and uniquely bizarre monsters! *PRESS START* is *Fabula Ultima*'s ready-to-play introductory scenario: a complete 52 full-color pages tutorial that will plunge you into a tale of bravery and memorable characters... all you need is the courage to fight for what you hold most dear! Scheduled to ship in April 2023.

NDG FUE000 \$6.90



ONYX PATH PUBLISHING



SCION RPG: SECOND EDITION - DRAGON

Scion: Dragon details the stories of Heirs, those chosen by Dragons to act within The World as their agents. It is the story of discovering history, subverting enemies, and espionage. Your Draconic patron seeks to embroil you in millennia old plots and ancient grudges as shadowy manipulators. All the while, you must learn their secrets, and either embrace the Dragon's goals for you or make your own. The *Scion: Dragon* is a standalone game in the World of *Scion*, and is meant for use with *Scion: Origin*. Inside, you will find: Character creation system for Heirs; those chosen by Dragons to enact their plots in The World. Knacks, Spells, and all the draconic magic wielded by Heirs, powered by the

Storypath System. Six Flights: Drac, Joka, Lindwurm, Long, Naga, and Serpent Dragons, all suitable for patronage of your Heirs. Information about The World from the Dragon's perspective, complete with plots and hooks to get your characters deep into draconic intrigue. Scheduled to ship in April 2023.

ONX SCI014 \$55.00

SCION RPG: SECOND EDITION - MASKS OF THE MYTHOS

The Mythos is older than humanity, Gods, and Titans, with an unknowable otherness that can shatter them all. This slumbering horror lurks in the shadows, carrying out its alien machinations with little regard for those beneath it until it requires pawns. Those that touch the Mythos are forever altered. The World explodes into full view for them, leaving some shattered, others power-mad, and still others knowing only secrecy protects humanity. Mythos Scions fair little better, empowered by these alien beings that alter their very essence, the ability to break Fate and leave the walls of reality weaker in their wake. These human embodiments of the Mythos are not good or evil; such easily definable morality is for lesser beings. What does one do when their power comes with a cost? Scheduled to ship in April 2023.

ONX SCI012 \$55.00



PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - THE WORST OF ALL POSSIBLE WORLDS PART 3 - THE DESTINY WAR (P2)

The Worst of All Possible Worlds is a Pathfinder adventure for four 18th-level characters. This adventure concludes the *Stolen Fate* Adventure Path, a three-part monthly campaign in which a band of adventurers are thrust into the role of the defenders of destiny itself. This adventure also includes new magical items and treasures to be discovered, including the final 18 powerful cards from the Deck of Destiny, and several brand new monsters to test even the mightiest of heroes. Scheduled to ship in June 2023.

PZO 90192 \$26.99

PATHFINDER RPG: FLIP-MAT - DARKLANDS DANGERS MULTI-PACK

The deepest caves and hidden passages of the notorious subterranean Darklands hold as many great treasures as they do formidable dangers, such as monster lairs, fungus-filled tunnels, treacherous underground rivers, and molten hot magma! Scheduled to ship in June 2023.

PZO 30130 \$26.99



PATHFINDER RPG: LOST OMENS - HIGHHELM HARDCOVER (P2)

Delve the mountain deep! When the first dwarves reached the surface of Golarion, they built enormous keeps as a monument to their legacy and to serve as their new home. The mightiest of these keeps was Highhelm, a Sky Citadel deep in the Five Kings Mountains. While other Sky Citadels have fallen since the Quest for Sky, Highhelm holds strong, serving as one of the major centers of dwarven culture. Scheduled to ship in June 2023.

PZO 9316 \$44.99

SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - HIGHHELM HARDCOVER (SPECIAL EDITION) (P2)

Delve the mountain deep! When the first dwarves reached the surface of Golarion, they built enormous keeps as a monument to their legacy and to serve as their new home. The mightiest of these keeps was Highhelm, a Sky Citadel deep in the Five Kings Mountains. While other Sky Citadels have fallen since the Quest for Sky, Highhelm holds strong, serving as one of the major centers of dwarven culture. This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in June 2023.

PZO 9316-SE \$64.99

PARADIGM CONCEPTS



ARCANIS 5E: THE CODEX OF THE MIND

A Comprehensive Psionics System for Arcanis 5E. Of the four sources of magic found upon Arcanis, psionics is available to a chosen few. Among the humans, only the val can tap into the power of the mind as a blessing of their divine heritage. Each of the val families explored their psychic abilities, pushing their limits in new and strange ways and creating diverse applications. From the cerebral mastery of the psions, the martially inclined psi-warriors, or those who are spontaneously Awakened, each has crafted traditions and regimes molded to fit their distinctive natures. A complete and comprehensive psionic system for 5E. The history of psionics on Arcanis. Scheduled to ship in May 2023.

PCI 2609.....\$49.99

PENCIL FIRST GAMES

MAUL PEAK

Skulk Hollow might have been attacked by surprise, but now all the smallfolk know: Titanic monsters walk the land. High in the cold western mountains, Maul Peak has always been surrounded by wild peril. The Grizzar are ready; the Guardians have arrived! Maul Peak is the standalone, cross-compatible sequel to Skulk Hollow. It features 2-player asymmetric tactical combat where players take on the roles of either the fierce bears or a towering behemoth of a Guardian. Featuring unique winter beasts for the Grizzar to choose from and 4 Guardians, many exciting matchups and challenges lie ahead in these battles that span the board AND the Guardian! Scheduled to ship in April 2023.

PFX 1020.....\$49.99



POKÉMON USA



POKÉMON TCG: CYRUS/KLARA PREMIUM TOURNAMENT COLLECTION DISPLAY (4)

Team Galactic's brooding leader Cyrus is a master manipulator, disrupting your opponent's finely tuned plans with his ruthless Boss's Orders! Klara will stop at nothing to promote her pop music career, even becoming a Gym Leader to gain popularity! Choose your approach and outfit your deck with protective sleeves and deck box inspired by the star character, plus a full playset of that character's Supporter card and a stack of Pokémon TCG booster packs! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86076.....PI



POKÉMON TCG: MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Scarlet & Violet expansion, so you can start filling it up right away! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86338.....PI

Hive Mind

designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players

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SPOTLIGHT ON



BOOSTER BUNDLE CASE (25)

Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! Expand your collection with this Booster Bundle containing six booster packs from Pokémon TCG: Scarlet & Violet! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-87337.....PI

SPOTLIGHT ON



BOOSTER DISPLAY (36)

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-86324.....PI



BUILD & BATTLE BOX DISPLAY (10)

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-86346.....PI



BUILD & BATTLE STADIUM

Enter the Pokémon Stadium—Ready for Battle! Build two decks with a friend—and then play right away! This Pokémon TCG: Scarlet & Violet Build & Battle Stadium contains a massive set of cards, including two Build & Battle Boxes. Each Build & Battle Box contains four booster packs and a 40-card deck that includes an exclusive foil card. You can play these decks right out of the box or enhance

them with cards from the booster packs. Get ready to face your opponents in the Build & Battle Stadium! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-85347.....PI



CHECKLANE BLISTERS CARTON (16)

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-85331.....PI



ELITE TRAINER BOX

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion!

PUI 184-85341.....PI

SPOTLIGHT ON



SLEEVED BOOSTER CASE (144)

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-87325.....PI

SPOTLIGHT ON



THREE-BOOSTER BLISTER CARTON (24)

Begin a New Adventure with Pokémon ex! Set out for a journey in the Paldea region! Meet first partners Sprigatito, Fuecoco, and Quaxly, and explore the power of the Legendary Pokémon Koraidon and Miraidon as Pokémon ex. Other Pokémon ex evolve their way into battle—including Arcanine and Gyarados with a dazzling new look. Even more Pokémon appear as illustration rare cards with amazing artwork—discover them all in the Pokémon TCG: Scarlet & Violet expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 184-87328.....PI

Q-WORKSHOP

CATS DICE SET (7)



MEOWSTER

QWS RCAT4Z\$19.00



WAFFLE

QWS RCAT5A\$19.00



DICE BAG: CATS - THE MOONCAT

Scheduled to ship in March 2023.

QWS BCAT171\$15.00

RAVENSBURGER



FEATURED ITEM



MARVEL VILLAINOUS: TWISTED AMBITIONS

A *Marvel Villainous* Expandalone! Dominate the Marvel Universe as Doctor Octopus, Titania, or Kang the Conqueror. Follow your own twisted path to victory, using sinister abilities to take on other Villains and mighty heroes from across the universe! Each player takes on the role of one of three Marvel Villains (Doctor Octopus, Titania, or Kang the Conqueror) and strives to complete a unique, story-based objective. While working toward victory, players will need to face off against iconic Marvel Heroes found in a shared Fate deck, including Spider-Man, Doctor Strange, She-Hulk, and more Scheduled to ship in March 2023.

RVN 60002038\$29.99



THE LORD OF THE RINGS: ADVENTURE BOOK GAME

Play through the epic trilogy of *The Lord of the Rings* in 8 chapters. Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. Leave the Shire's green pastures to travel to fair Rivendell, survive the Mines of Moria, march on Isengard, and finally reach Mordor. Avoid the temptations of the One Ring as you work together to complete challenges. Only then can you ensure the One Ring is delivered to the fiery heart of Mount Doom and destroy it once and for all! Scheduled to ship in August 2023.

RVN 60002037\$34.99

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GTM

APR 2023

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GAMES

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18+

ROLEPLAYING

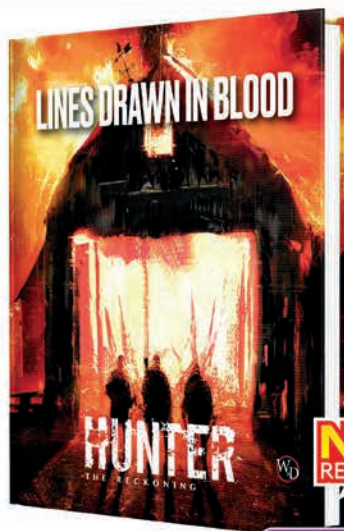
HUNTER: THE RECKONING STORYTELLER KIT

- Four-panel Storyteller's Screen with all-new art and key reference tables!
- Storyteller's Toolkit includes a complete story that can be played in 1 or 2 sessions!
- List of 50 witnesses to inspire Storytellers!

RGS02552

\$30

JUNE RELEASE



18+

ROLEPLAYING

HUNTER: THE RECKONING LINES DRAWN IN BLOOD

- The perfect introduction for a new Hunter Cell looking for a quarry!
- Contains 4 stories that can be played standalone or linked together in a Chronicle.
- Includes a set of pre-generated characters with a relationship map!

RGS01132

\$45

JUNE RELEASE



14+

ROLEPLAYING

MY LITTLE PONY ROLEPLAYING GAME

- Create your own unique My Little Pony
- One Gamemaster leads the story with a group of players
- Contains introductory adventure for new team

RGS09627

\$55

JUNE RELEASE



14+

ROLEPLAYING

MY LITTLE PONY ROLEPLAYING GAME DICE SET

- Unique star icon as highest number on each die
- Easily identify your critical successes in the game!
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice

RGS02446

\$15

JUNE RELEASE



14+

ROLEPLAYING

MY LITTLE PONY ROLEPLAYING GAME DICE BAG

- High quality, double-lined fabric dice bag
- Soft interior liner keeps dice scratch-free and safe
- Measures 6.25" x 8.5" when flat

RGS02447

\$15

JUNE RELEASE



14+

ROLEPLAYING

MY LITTLE PONY EXPANDED CHARACTER SHEET JOURNAL

- Expanded character sheets
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages

RGS01102

\$21.99

JUNE RELEASE



RENEGADE
GAME STUDIOS

WWW.RENEGADEGAMES.COM

GTM

APR
2023

50



14+

NEW
RELEASE

STRATEGY

GOOD OMENS

- Based on the hit Amazon original series and novel by Terry Pratchett & Neil Gaiman
- 7 Cooperative Battles for 2-4 players
- Take on War, Pollution, Famine, Death, Fight Heaven, Vanquish Hell, and Armageddon! Prevention
- Each Battle features unique, easy to learn gameplay.

RGS02562

\$25

JUNE RELEASE



14+

NEW
RELEASE

STRATEGY

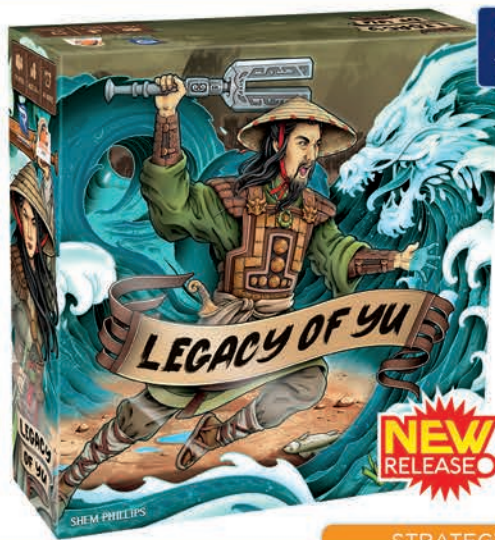
TRANSFORMERS DECK-BUILDING GAME THE WAR ON CYBERTRON

- Stand-alone expansion that allow you to play Team vs Team, Solo, or Cooperative game modes!
- Battle for control over Cybertron's cities to determine the fate of the planet!
- Over 175 cards!
- Navigate a matrix of cards to gather allies, tools, or defeat adversaries.

RGS02557

\$45

JUNE RELEASE



14+

NEW
RELEASE

STRATEGY

LEGACY OF YU

- A solo, resettable campaign game by acclaimed designer Shem Phillips
- Fast, tense gameplay with quick setup and teardown between sessions!
- Worker placement, deck management, resource management and action chaining make for an exciting and dynamic experience.

RGS02510

\$60

JUNE RELEASE



14+

NEW
RELEASE

STRATEGY

VAMPIRE: THE MASQUERADE RIVALS JUSTICE & MERCY EXPANSION

- 2 pre-constructed Player Decks (Banu Haqim & Salubri clans)!
- 22 Discipline Tokens allow vampires to gain or deny Disciplines.
- Includes Crypt Pack with additional cards to customize your decks!

RGS02511

\$30

JUNE RELEASE



RESTORATION GAMES



RETURN TO DARK TOWER

A new adversary has taken up residence behind the ebon walls of Azkol's Tower. Spreading corruption. Calling forth wicked creatures. We must unite to defeat the Tower once and for all. *Return to Dark Tower* is an epic game for 1-4 players, playing cooperatively or competitively. Scheduled to ship in June 2023.

REO 9200\$190.00



RAINFOREST

SDZ 0009-09\$16.00



SEA GLASS

SDZ 0009-07\$16.00

RIVER HORSE

SPOTLIGHT ON



JIM HENSON'S FRAGGLE ROCK: THE CARD GAME

The *Fraggle Rock* card game is a simple card game for the whole family. If you want boisterous, quick-action fun, play *Fraggle Snap!* If you prefer concentration and memory skills, play *Where's that Fraggles?* Scheduled to ship in May 2023.

RHL RHFR001\$20.00

SPOTLIGHT ON



JIM HENSON'S THE DARK CRYSTAL: THE CARD GAME

The *Dark Crystal* Card Game includes 80 beautifully illustrated tarot-sized cards, divided into 24 Major Suit cards ('Vliya') and 4 x 14 Minor Suit cards ('Songs', 'Spirals', 'Swords', and 'Scepters'). The simple core rules allow four players to have a quick, fun game, suitable for all the family. The advanced rules turn the game into a more sophisticated, highly tactical experience, more suitable for grown-ups. Scheduled to ship in May 2023.

RHL RHDAC004\$25.00

SIRIUS DICE

RPG DICE SET (7)



AMETHYST GEODE

SDZ 0009-08\$16.00



BRIMSTONE

SDZ 0009-06\$16.00

SKYBOUND ENTERTAINMENT



NO CONTEXT

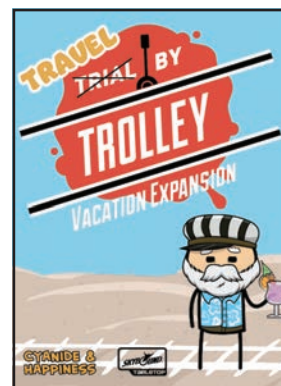
In *No Context*, you'll be making connections using random art from the fabulous Mr. Lovenstein. Lead your opponents to guess your card while deducing your opponent's cards before your rivals. Take Risks and score big or play it safe and bide your time! Scheduled to ship in May 2023.

SKY 4534\$24.99

TRIAL BY TROLLEY: VACATION EXPANSION

200 tracks and modifiers inspired by vacation destinations around the world and the petty frustrations we face every time we travel. Scheduled to ship in June 2023.

SKY 4596\$17.99



STEVE JACKSON GAMES



CALIGULA

Designed by Steve, we have the Roman Senate making laws – if you disobey – you must drink! Or you can make up your own laws. And drink. It's a drinking game for ages 21 and up. Scheduled to ship in June 2023.

SJG 1136\$24.95



GREEDQUEST

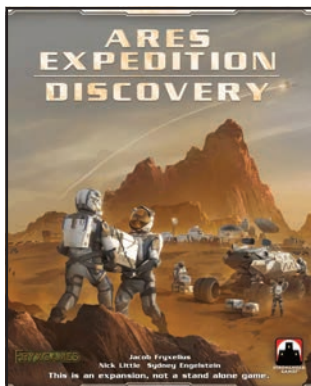
Greed is good... and there's treasure to be won, so what are you waiting for? Try to get out of the dungeon with The Hoard before someone stops you. Scheduled to ship in June 2023.

SJG 1435\$29.95

**ROLL THE DECK!**

The 11 games in this booklet are built around the concept of generating a series of random draws from a standard deck of playing cards. But you can use the Pick a Card Dice instead! Scheduled to ship in June 2023.

SJG 3018..... \$9.95

**STRONGHOLD GAMES****TERRAFORMING MARS: ARES EXPEDITION - DISCOVERY EXPANSION**

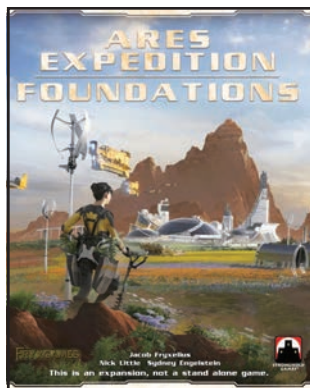
Terraforming Mars Ares Expedition: Discovery adds four new mechanics to base Ares Expedition: awards, milestones, upgraded phase cards, and wild tags. Scheduled to ship in April 2023.

SHG AECSC1 \$24.99

TERRAFORMING MARS: ARES EXPEDITION - FOUNDATIONS EXPANSION

Ares Expedition: Foundations contains additional player boards, cubes, and phase cards so that Ares Expedition can be played with up to six players. This expansion also includes two additional game boards. One is a larger score track. The other adds a fourth terraforming metric: infrastructure. Additionally, there are new project cards that involve the new terraforming metric and a new phase card. Scheduled to ship in April 2023.

SHG AEFND1 \$24.99

**TEETURTLE****SPOTLIGHT ON****CASTING SHADOWS**

Explore a dark, enchanting world and battle your opponents in this 2-4 player turn-based competitive strategic board game. Throughout the game, you'll collect resources, learn new spells, summon a companion, and unlock your Shadow Form, all in the quest to become the ultimate Shadow Caster. The last player standing after the supernatural showdown wins the game! Scheduled to ship in June 2023.

TET 6962-CS-BSG1 PI

**CASTING SHADOWS: ICE STORM EXPANSION**

Casting Shadows: The Ice Storm Expansion Pack introduces 2 new playable Characters and 3 new Hexiles, allowing you to play with up to 6 players on an expanded Map. With this expansion, you can Freeze and Stun your enemies to limit their movement and Resource Pools. Will this new magic lead you to victory, or will it bring your demise? Scheduled to ship in June 2023.

TET 6963-CS-EXP1 PI

**TIC TAC KO: CUTE VS EVIL (STAND ALONE OR EXPANSION)**

In this 2-4 player game, you'll join one of two teams to duke it out in the ultimate brawl! *Tic Tac K.O.* is a quick-to-learn card game that puts a diabolical twist on Tic Tac Toe, letting you smack your opponents to the side as you claim spaces in your quest for victory. Mix and match teams from different box sets for even more exciting matchups! Scheduled to ship in March 2023.

TET 7189-TTK-BSG1 PI

**HAPPY LITTLE DINOSAURS: HAZARDS AHEAD EXPANSION**

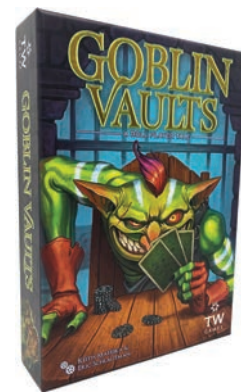
Grab your hard hat—there are hazards ahead! This *Happy Little Dinosaurs Expansion Pack* comes with 2 new characters and 3 new game components. Hazard tokens can force your opponents to take a Hazard card and face new misfortunes, while Lucky Day cards will help you dodge disasters. You might come face-to-face with Bigfoot or get sucked into a pyramid scheme, so let's hope a shooting star is just around the corner! Scheduled to ship in June 2023.

TET 7345-HLD-EXP1 PI

TH3RD WORLD STUDIOS**MISSION CONTROL: CRITICAL ORBIT**

Mission Control: Critical Orbit is an asymmetric, cooperative, roll and write, real-time rescue adventure. One player takes on the role of the Aethernaut Flight Commander, and up to 3 players take on the roles of Flight Controllers. Each of the Controller players have unique tasks that earn tools the Aethernaut player needs to restore oxygen and critical systems to the damaged rocket. If the Aethernaut can build a path with polyominoes before the 20 minute timer runs out, you win! But if you run out time the ship suffers a catastrophic failure causing the Mercury 3 rocket to explode in orbit... and everyone loses. Scheduled to ship in June 2023.

3WS MSCBG001 \$40.00

THUNDERWORKS GAMES**GOBLIN VAULTS**

In the dark corners of Kulbak Prison, away from the prying eyes of the construct guards, inmates play a game of goblin vaults in secret... *Goblin Vaults* is a strategy card game for 1-5 players featuring bidding, card placement, and scoring patterns. In the game, you wager cards to win loot from the central cell block, then stash that loot wisely in your vault, earning gears based on the position of cards within that vault. You can also gain gears from scoring objectives that change each game. With cunning and clever scheming, make your bid to be feared amongst your peers!

TWK 4010 \$24.95

SPOTLIGHT ON



HALLOWEEN A HIDDEN MOVEMENT GAME



HALLOWEEN 1978: THE BOARD GAME

Based on the classic horror movie from 1978! *Halloween* will fill your game night with fear. Take on the role of your favorite character moving through the neighborhood searching for Tommy, Lindsey and the car keys. Escape Michael Myers before he gets you! Or play the part of Michael Myers in this exciting hidden movement game! Scheduled to ship in June 2023.

TOT HHB01\$59.95

NOT FINAL ART

1000 PIECE PUZZLES

Scheduled to ship in April 2023.



CREATURE FROM THE BLACK LAGOON

TOT UCP01\$19.95



LEATHERFACE

TOT ELP01\$19.95



FRANKENSTEIN ON THE BEACH

TOT UYP01\$19.95



MUMMY IDENTITIES

TOT UIP01\$19.95



FRANKENSTEIN WITH BRIDE

TOT UXP01\$19.95



WOLFMAN

TOT CWP01\$19.95



CRITICAL ROLE

100CT SLEEVES FEATURING: VOX MACHINA ART

UPI 16123.....PI

PLAYMAT FEATURING: THE BELLS HELLS

UPI 16115.....PI

PLAYMAT FEATURING: THE MIGHT NEIN

UPI 16114.....PI

PLAYMAT FEATURING: VOX MACHINA

UPI 16113.....PI

PRINTED LEATHERETTE ALCOVE DECK BOX FEATURING: VOX MACHINA ART

UPI 16094.....PI

PRINTED LEATHERETTE BOOK FOLIO FEATURING: BELLS HELLS TEAM LINEUP

UPI 16097.....PI

PRINTED LEATHERETTE DICE TOWER FEATURING: BELLS HELLS PATTERN

UPI 16095.....PI

PRINTED LEATHERETTE FOLDING DICE TRAY FEATURING: BELLS HELLS PATTERN

UPI 16096.....PI

RPG FOLIO WITH STICKERS FEATURING: ASHTON GREYMOORE

UPI 16116.....PI

RPG FOLIO WITH STICKERS FEATURING: CHETNEY POCK O'PEA

UPI 16117.....PI

RPG FOLIO WITH STICKERS FEATURING: FEARNE CALLOWAY

UPI 16118.....PI

RPG FOLIO WITH STICKERS FEATURING: FRESH CUT GRASS

UPI 16119.....PI

RPG FOLIO WITH STICKERS FEATURING: IMOGEN TEMULT

UPI 16120.....PI

RPG FOLIO WITH STICKERS FEATURING: LAUDNA

UPI 16121.....PI

RPG FOLIO WITH STICKERS FEATURING: ORYM

UPI 16122.....PI

MAGIC THE GATHERING CCG: SECRET LAIR FEBRUARY 2023 THE 90'S BINDER EXPERIENCE PLAYMATS



ALMS COLLECTOR

UPI 19956.....PI



GORECLAW, TERROR OF QAL SISMA

UPI 19959.....PI



CRESTED SUNMARE

UPI 19957.....PI



RIN AND SERI, INSEPARABLE PLAYMAT

UPI 19958.....PI



EXOTIC ORCHARD

UPI 19960.....PI

MAGIC

THE GATHERING

MAGIC THE GATHERING CCG: WILDS OF ELDRAINE

4-POCKET PRO-BINDER Z	100CT DECK PROTECTOR SLEEVES V4
UPI 38036.....PI	UPI 38025.....PI
6' TABLE PLAYMAT	100CT DECK PROTECTOR SLEEVES V5
UPI 38043.....PI	UPI 38026.....PI
8' TABLE PLAYMAT	ALCOVE FLIP DECK BOX Z
UPI 38044.....PI	UPI 38035.....PI
9-POCKET PRO-BINDER	HOLOFOIL PLAYMAT
UPI 38037.....PI	UPI 38045.....PI
9-POCKET PREMIUM	PLAYMAT A
ZIPPERED PRO-BINDER	UPI 38047.....PI
UPI 38039.....PI	PLAYMAT B
12-POCKET PRO-BINDER	UPI 38048.....PI
UPI 38038.....PI	PLAYMAT BLACK
100+ DECK BOX A	UPI 38056.....PI
UPI 38028.....PI	PLAYMAT BLUE
100+ DECK BOX B	UPI 38055.....PI
UPI 38029.....PI	PLAYMAT C
100+ DECK BOX V1	UPI 38049.....PI
UPI 38030.....PI	PLAYMAT D
100+ DECK BOX V2	UPI 38050.....PI
UPI 38031.....PI	PLAYMAT E
100+ DECK BOX V3	UPI 38051.....PI
UPI 38032.....PI	PLAYMAT F
100+ DECK BOX V4	UPI 38052.....PI
UPI 38033.....PI	PLAYMAT G
100+ DECK BOX V5	UPI 38053.....PI
UPI 38034.....PI	PLAYMAT GREEN
100CT DECK PROTECTOR SLEEVES A	UPI 38058.....PI
UPI 38020.....PI	PLAYMAT RED
100CT DECK PROTECTOR SLEEVES B	UPI 38057.....PI
UPI 38021.....PI	PLAYMAT WHITE
100CT DECK PROTECTOR SLEEVES Z	UPI 38054.....PI
UPI 38027.....PI	SPIRAL LIFE PAD
100CT DECK PROTECTOR SLEEVES V1	UPI 38040.....PI
UPI 38022.....PI	WALL SCROLL Z
100CT DECK PROTECTOR SLEEVES V2	UPI 38041.....PI
UPI 38023.....PI	WHITE STITCHED PLAYMAT Z
100CT DECK PROTECTOR SLEEVES V3	UPI 38046.....PI
UPI 38024.....PI	

POKÉMON TCG

Scheduled to ship in September 2023.



PALDEA REGION ACCESSORY BUNDLE

UPI 16174.....PI



TOURNAMENT FOLIOS 3-PACK - CHARIZARD, BLASTOISE, VENUSAUR

UPI 16098.....PI

TOPLOADER: 3" X 4" PURPLE (25)

Scheduled to ship in September 2023.

UPI 16160.....PI



USAOPOLY



CARD SLEEVES: DISNEY SORCERER'S ARENA - EPIC ALLIANCES (100)

Scheduled to ship in March 2023.

USO SL004-764.....PI



CLUE: MY HERO ACADEMIA

Do you have what it takes to be the top student detective? In *CLUE: My Hero Academia*, Aizawa has set up a challenge for the aspiring heroes of Class 1-A: Recover a classmate who's been kidnapped by a teacher in disguise! Taking on the role of Izuku Midoriya and other top students, investigate well-known locations across the U.A. campus and solve WHO is posing as the culprit, WHAT piece of evidence leads to them, and WHERE they are hiding. Go beyond and solve the mystery... PLUS ULTRA! Scheduled to ship in March 2023.

USO CL128-631.....PI

SPOTLIGHT ON



DISNEY SORCERER'S ARENA: EPIC ALLIANCES - LEADING THE CHARGE EXPANSION 3

Take your combat skills in *Disney Sorcerer's Arena: Epic Alliances* to all new levels with this game-changing expansion pack! Elsa, Buzz Lightyear, and Scar bring new attacks and abilities true to their characters that will take command in the Arena's already epic battles. Amplify magical effects with Elsa, engage Buzz's laser focus, and control VP spaces with Scar. *Disney Sorcerer's Arena: Epic Alliances* is the ultimate PvP tabletop game for Disney and Pixar fans and gamers where players can build teams out of Disney and Pixar heroes and villains and compete in an expandable, learn-as-you-go battle arena game. Scheduled to ship in March 2023.

USO HB004-783.....PI



MONOPOLY: IT'S ALWAYS SUNNY IN PHILADELPHIA

Join The Gang and be the last scoundrel standing in this contemptable twist on the classic game! *Monopoly: It's Always Sunny in Philadelphia* players buy, sell, and trade memorable locations from the longest running live-action comedy series of all time, such as Paddy's Pub, Prep School, and Dennis and Mac's Apartment. Travel the board with one of six custom tokens representing items (and animals) from the show like Frank's Rum Ham or Poppins to set up Scams and Extreme Makeovers, while Dayman and Nightmancards hold even more predicaments. Manipulate your way to the most riches to win! Scheduled to ship in March 2023.

USO MN006-688.....PI



MONOPOLY: TED LASSO

Inspire from the sidelines to the tabletop with this ultimate game for Ted Lasso fans! *Monopoly: Ted Lasso* celebrates the Emmy Award winning comedy series as players buy, sell, and trade properties to spread Positivity among key characters. Choose from tokens representing memorable symbols from the show such as Ted's visor or a goldfish to travel Nelson Road, and strengthen bonds by setting up Hope and Optimism. Be the last player standing with valuable Positivity to win! Scheduled to ship in March 2023.

USO MN010-823.....PI

W.R.K.S. GAMES

KATANA-RA RPG: CORE RULE BOOK

Katana-Ra is a new and unique RPG that brings cyberpunk and the ancient Japanese world together in an amazing experience you won't find anywhere else. Inspired by feudal Japan, Kanata-Ra is ruled by clans and factions, split by their differences over classic beliefs and futuristic technology. In Katana-Ra, you can explore a rich and detailed world where anything is possible. Customize your samurai with powerful augmentations, choose your allies from among the many factions vying for control, and master magic to unleash devastating attacks on your enemies. Scheduled to ship in April 2023.

WRK S2000.....\$49.99



WIZKIDS/NECA



DUNGEONS & DRAGONS: DUNGEON SCRAWLERS - HEROES OF WATERDEEP

In *Dungeons & Dragons: Dungeon Scrawlers - Heroes of Waterdeep*, you'll race your opponents through a thrilling dungeon scrawl! Journey to Waterdeep, as you explore a wide variety of locations: haunted streets, crowded ports, labyrinthine hedge mazes, and even take on Xanathar in his lair! The game also includes a deck of "mini-dungeon" cards that you'll draw from when you drop to a deeper layer of the dungeon. You can even play an always-changing game mode with just the dungeon cards, where players hop from card to card, eventually reaching a random final boss with a unique challenge. There's even a massive final dungeon featuring two dragon bosses that takes up two entire sheets! Scheduled to ship in April 2023.

WZK 87570.....\$29.99



DUNGEONS & DRAGONS: CLASSIC COLLECTION - MONSTERS G-J

D&D Classic Collection: Monsters G-J is a highly collectable set of pre-painted miniatures that is inspired by iconic monsters from the original *Dungeons & Dragons Monster Manual*. This set contains: Ghost, Ghoul, Gorgon, Griffon, Harpy, Hellhound, Hippocampus imp. Scheduled to ship in September 2023.

WZK 96266.....\$89.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS



ADULT LUNAR DRAGON

The *D&D Icons of the Realms: Adult Lunar Dragon* is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints. This Lunar dragon will make for a great foe for any adventure! Lunar dragons (also known as moon dragons or phase dragons) are capricious, xenophobic creatures that make their lairs inside desolate moons by burrowing through the rock. Lunar dragons enjoy depriving other creatures of treasure more than acquiring the treasure themselves. Will you be able to defend your treasures against this capricious creature? Order this amazing miniature today and find out! Scheduled to ship in September 2023.

WZK 96244.....\$99.99



DEMON LORDS GRAZ'ZT, FRAZ URB'LUU, AND KOSTCHTCHIE

D&D Icons of the Realms: Demon Lords - Graz'zt, Fraz Urb'luu, and Kostchtchie is a collectable set of 3 highly detailed pre-painted miniatures of some of D&D's most well known Demonic Lords. Fraz-Urb'luu is the Prince of Deception and Demon Lord of Illusions. He uses every trick, every ounce of demonic cunning, to manipulate his enemies-mortal and Fiend alike-to do his will. The demon lord Kostchtchie resembles a squat hill giant with short, bandy legs and a grossly shaped head. Scheduled to ship in August 2023.

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UNDEAD ARMIES ZOMBIES

The *D&D Icons of the Realms: Undead Armies - Zombies* contains six of the iconic *D&D* foe for your adventurers to battle! *Dungeon Masters* can quickly build new encounters for their players with the awesome mix of Zombies, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Zombies army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Undead Armies! Scheduled to ship in August 2023.

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Scheduled to ship in June 2023.



BOOSTER BRICK (10)

Avengers 60th Anniversary doesn't just highlight heroic adventurers but also some of the most dangerous foes they've ever faced, including Hydra, the Thunderbolts, and The Masters of Evil! Villainous forces will love taking advantage of Hydra Agents and Ultron Drone army-builders. Villains take advantage of new Team-Up Cards in a way we've never seen before! Legacy Cards return to bring some of the best Avengers HeroClix of all time back to the tabletop! With more than 60 figures and all-new

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PLAY AT HOME KIT HULK

Play at Home Kits are a great way of getting exciting figures, HeroClix maps, and extra goodies directly to players! With a clear window to show off the character inside, players know exactly what hero they are getting when they pick up the Hulk Play at Home Kit! Veteran players will enjoy the BONUS General Thunderbolt Ross Legacy Card found inside!

WZK 84920 \$19.99



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MARVEL HEROCLIX: ICONIX - CAPTIVE HEARTS WOLVERINE

One of the most seasoned and grizzled veterans of the X-Men, Wolverine's rugged and heroic exterior hides a Captive Heart. Although his bones have been grafted with Adamantium, there are some wounds that even Logan can't heal. This is the smallest ever officially licensed version of this iconic moment from *X-Men: The Animated Series*. Captive Hearts Wolverine brings the iconic moment from the *X-Men Animated Series* straight to your game shelf, play table, or HeroClix collection! Whether you collect the coolest figures or you're more interested in building fun teams, this is a HeroClix release that can't be missed! Scheduled to ship in June 2023.

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GAMES

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GTM

APR 2023

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EXPLORING THE NEW VAMPIRE PLAYERS GUIDE:

A (NEW) COMPANION FOR 5TH EDITION
VAMPIRE: THE MASQUERADE



VAMPIRE THE MASQUERADE RPG: PLAYER'S GUIDE

RGS 01133 \$50.00 | Available June 2023!

SO, YOU WANT TO PLAY A VAMPIRE

Whether you've heard of *Vampire: The Masquerade* or not, the 5th Edition of the game has taken the tabletop industry by storm over the last few years. Entering the roleplaying zeitgeist after a not-so-Final Death in the early 2000s (sans a small resurgence in the 2010s thanks to the 20th Anniversary edition) this latest edition reintroduced us all to the Camarilla and Anarchs, and many of our favorite clans. Though not without some critics, 5th Edition *Vampire: The Masquerade* (V5) reinvigorated the World of Darkness and brought many players old and new to the nighttime streets of their favorite cities once again.

However, since I mentioned critics, at launch the *Vampire* corebook was missing some key things — specifically many players' favorite Clans and their Disciplines. These were reintroduced to this new edition of the *World of Darkness* over the span of several years through sourcebooks and supplements, with the *VTM Companion* bringing the last few clans — the Tzimisce, Ravnos, and Salubri — back at last at the end of 2020. This approach requiring Storytellers and players to purchase several books (five in total, as the Companion was released for free) in order to gain access to all the Clans and powers has remained a major point of contention amongst the community. Until now.

Say hello to the *Vampire Players Guide*.

WHAT'S IN THE VAMPIRE PLAYERS GUIDE?

The *Vampire Players Guide* consolidates all of the numerous Clans, Disciplines, Advantages, Loreshets, and other character features into a single resource to accompany the Corebook. Whether you want to play a Banu Haqim or a Hecata with the Gorgon bloodline Loreshet, this book has all the additional resources you need.

However, that's not all — the *Players Guide* also introduces new options for your Kindred, from new Merits & Flaws to optional rules for your Coterie. A plethora of Merits & Flaws can help round out your new characters or pre-existing favorites, while expanded Domain rules allow your coterie to truly make their slice of the city their own. Plus, the guide expands on the Considerate Play Guidelines presented in the core rulebook to help players explore the World of Darkness in a safe, hospitable gaming environment.





Streamlining all of these rules into a single resource not only removes the need to purchase multiple books to make sure you have all the character options available for your table, but it also makes it easier to check rules on the fly during a session and make sure you have the latest errata for play.

Taking a deeper dive into the *Players Guide*, we have five areas of content: the additional Clans; comprehensive guidelines for Character creation and pre-gen Characters; expanded rules for Caitiffs, Thin-Bloods, Ghouls, and Mortals; new and expanded rules for Coterie creations; and guidance for how to create and run Chronicles in a variety of different settings, from LARPs to streaming.

WHO IS THE VAMPIRE PLAYERS GUIDE FOR?

So, who needs all the information? Frankly, everyone. This book is a replacement for the *Companion* previously released digitally and provides all of the rules for creating *any* type of Kindred consolidated into a single resource. We gain all the information previously not included in the V5 core rulebook, as well as a plethora of new things to add to our games.

If you're new to the *World of Darkness* and *Vampire: The Masquerade*, you'll gain insight into how the game runs, how to create a character, how vampires (Kindred, as they call themselves) interact with each other, and how to run your first game if you're a fledgling Storyteller. For veterans of the *Sabbat Wars* of the 90s and the *Final Nights* of the 2000s, this book brings all the character, coterie, and domain creation resources you need beyond the Corebook to the table so you can create a hardened survivor of those battles, or a fresh, innocent Mortal ready to be embraced for the first time.



This is a resource for every table running *Vampire: The Masquerade*, whether you're just starting out or in the middle of a five-year-long Chronicle, that will add new ideas, tools, and features to your game.

WHAT'S NEW FOR MY COTERIE?

The *Vampire Players Guide* doesn't just consolidate information though, it brings new features to V5, both surprises and those long-asked-for — from expanded Merits & Flaws to new Blood Sorcery Rituals and more. We have four new coterie types, systems for Coterie Advantages, and my personal favorite, Clan Bane variants for variety in characters.

The Clan Bane variants allow players to adjust their Kindred's weakness to better suit their playstyle and the Chronicle. New Advantages provide additional flavor and systems for players to explore. New coterie formation systems and Advantages offer a renewed purpose for older Kindred and exciting ways to bring new players into the fold, and an expanded section on Considerate Play provides new guidelines for players wanting to explore the personal and supernatural horrors the World of Darkness has to offer.

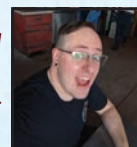


WHAT'S THE TL;DR?

Do you love the *World of Darkness*, have been intrigued by the *NY by Night* and *Nightlife* actual plays, or are finally giving in to that one player's constant requests to check Vampire out? The *Vampire Players Guide* provides a new, comprehensive resource for the game to accompany the Corebook with everything you need to dive into the world of Vampire politics, blood cults, supernatural hunters, and the other things that go bump in the night. As a long (long... long) time player of VTM I'm excited to roll these new and consolidated features into my Chronicles, and I think you will be too. Whether you've been waiting to play a Lasombra and dig into the Oblivion rules, or you want to play in an all-Thin-Blood coterie, this book has what you need and much more. Enjoy!

...

Ian E. Muller is the founder of Gehenna Gaming, a horror TTRPG company with a focus on safety and inclusivity. A longtime fan of tabletop games, horror, and storytelling, Ian is a writer, musician, and content creator as well. You can find his work over at Gehenna Gaming, with SugarAxe, on the podcast sM*A*S*Hed and over on his website at ianemuller.com.



WARHAMMER FANTASY ROLE-PLAY 2ND WAVE

Cubicle 7 Entertainment Ltd. © Copyright Games Workshop Limited 2023

When Cubicle 7 released the 4th edition of *Warhammer Fantasy Roleplay*, our first big focus was to reintroduce the Empire of the Old World in all its grim glory and to successfully release the epic Director's Cut of the legendary *Enemy Within* campaign. Ten volumes later, along with multiple supporting releases such as *Middenheim: City of the White Wolf* and *Aldorf: Crown of the Empire*, the *Enemy Within* campaign is complete and available.

The time has come to talk about where we are headed next as we expand out across the Old World with the opening crash of *Warhammer Fantasy Roleplay's* 2nd Wave.

Released late last year, *The Imperial Zoo* (CB7 2450, \$39.99) is a bestiary and in-character travelogue of three daring expeditions across the Old World taken on behalf of its eponymous organisation. *The Imperial Zoo* holds the keys to help make monsters properly deadly in WFRP, as well as a moving story about the terrible price of being an adventurer in the Old World. Practical details on the preserving and selling of alchemically useful body parts harvested from said monsters are also included. *The Imperial Zoo* comes in both standard format and a beautiful Collector's Edition that outwardly appears exactly as it would within the Old World! Available now.



Up in Arms (CB7 2467, \$39.99) is a player's book dedicated to warriors, covering some of the history and useful details on the soldiers, Knightly Orders, and mercenaries of the Old World. No book on dogs of war is complete without discussing the history of Tilea, cradle of civilization (or so say the Tileans at any rate) and centre of the Cult of Myrmidia. Considered an officer's deity in the Empire, the worship of Myrmidia is all encompassing amidst the city-states of fractious Tilea. Within *Up in Arms* you'll find many new martial Careers, with expanded and optional rules for new weapons, gruesome injuries, Myrmidian Warrior Priests, mounted combat, and the best ways to avoid engaging the services of a layabout Hireling. Available now.

Cool winds blowing from the north carry the fishy scents of bustling *Salzenmund, City of Salt and Silver*, a comprehensive city guide to the Empire's most important northern port. A small but vibrant city, *Salzenmund* is full of opportunities for the daring. Rich and cosmopolitan, *Salzenmund* attracts all manner of folk, from explorers who regularly depart the city to trade with the fur-clad Norscans or dare the perilous voyage across the wide sea to Lustria, to altogether more sinister folk engaged in cults and piracy. *Salzenmund, City of Salt and Silver* holds detailed rules on smuggling operations and mining concerns, which WFRP fans have been clamouring for, along with the machinations of the newly installed (post *Enemy Within*) ruling Gausser family. Release expected Q2 2023.



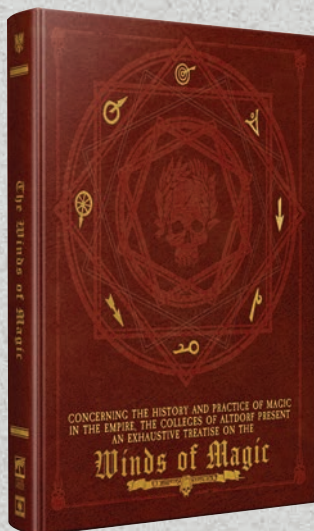
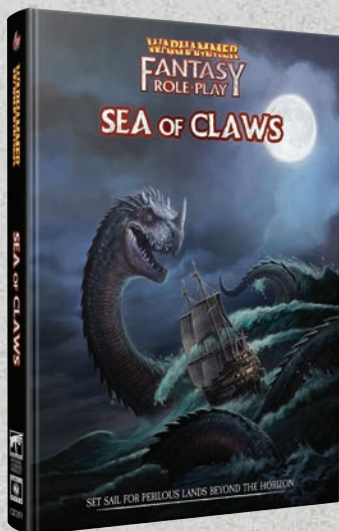
North of Salzenmund lies the treacherous Sea of Claws, a cold and cruel body of water that surges against the Empire's only coastline. The bold can claim all manner of wealth here, but only a fool underestimates the terrors of the deep. *Sea of Claws* is the definitive guide to adventuring on the seas of the Old World, adding eight new sea-going careers to Warhammer Fantasy Roleplay. Herein you will find rules for seafaring with the exciting events, worthwhile endeavours, and the deadly encounters that can occur during long sea voyages, aided by an extensive new nautical bestiary.

Sea of Claws details the coastal lands that border the freezing waters to the Empire's north, along with useful information on the cults of Manann, fickle god of the sea, and his arch-rival Stromfels, dark god of predators. Release expected Q2 2023. From the Old One's shattered warpgates at the poles of the world, the *Winds of Magic* carry the raw energy of Chaos across all lands, powering the spells of wizards, and the treachery of daemons, alike. The *Winds of Magic* holds the lore of the eight imperial Colleges of Magic founded by Teclis of Ulthuan at the behest of Magnus the Pious. Herein lie incantations, wizard careers, dangerous rituals, and mystic sites. If dodgy Rat Catchers and crazed Flagellants aren't enough of a roleplaying challenge, this book has options for playing a mystical Walking Book familiar with no opposable thumbs! The *Winds of Magic* comes in both standard format and a gorgeous Collector's Edition which appears as a treatise on magic from the Colleges of Altdorf. Release expected Q3 2023.

Hopefully you are intrigued by this glimpse of our near future releases, for each is a needful stepping stone to the horizon where dread Lustria awaits, land of epic adventures, humourless Lizardmen, and swift death!

...

TS Luikart is the North American Sales Manager and an RPG Designer for Cubicle 7. He could really use an augmetic cogitator to keep track of all the histories of the worlds he has helped create as his brain is getting full.



MUNCHKIN DRUIDS

AUGERS WELL



MUNCHKIN: DRUIDS EXPANSION

SJG 1584..... \$19.95 | Available Now!

The crafting of a *Munchkin* expansion is rarely a straightforward process, and our newest set, *Munchkin Druids*, was no exception. During a typical brainstorming session, we'll trade good ideas, bad ideas, and terrible puns (those are the keepers!) – and sometimes we'll find unexpected treasures. You may be familiar with our mini-expansions that add 15-30 cards focused on a specific theme, from the adorable (think *Munchkin Puppies*, *Munchkin Kittens*, and *Munchkin Petting Zoo*), to the slightly slimy (*Munchkin Squids*, obviously). It was during a session to plot out a few new expansions that I realized *Munchkin* didn't have enough plants that were trying to eat your face.

Sure, we've always had the Potted Plant, but all things considered, it simply wasn't enough. So I put on my mushroom thinking cap and let the puns germinate for a while. And when Phil decided it was high time for the Druid class to make an appearance in *Munchkin*, I knew exactly how to put my perfectly pernicious plant plans into place!

The set itself grew quickly, and I was immediately confident that I could make a 56-card expansion. When I put pen to paper though, the jokes started flying fast and furious, and we wound up with 112 cards! This was a fun set to write, and that shows both in the jokes and in the fantastic Lar deSouza art.

With six new types of Potted Plant, your home-gardening needs will most certainly be met. But probably you shouldn't stand within firing distance of the Modded Plant. Also, the Dragon Fruit is less a tasty tropical treat and more an amalgamation of said fruit into a terrifyingly large dragon that really wants to eat you. And make sure you keep your dukes up around the Boxwood (and watch out for the Strangling Vine), or the Corpse Flower won't be the only thing in the woods that's dead!

This new expansion adds the Druid Class (shocking, I know) to *Munchkin*. It was, however, a struggle to give it just the right combination of abilities. Besides the already daunting

task of creating a new Class/Race/Army/Loyalty/Mojo/Power/Whatever that didn't repeat any other abilities, the Druid itself is an already complicated beast. Heh. With nature-themed spells, the ability

to talk to plants and animals, and the power to transform into animals or monsters, there was a lot of room to make the class quite unique. Doing that while still balancing it fairly was challenging. I knew early on that I wanted to use "wild-shape" as an ability, but all my early attempts were too complicated. (Maybe you could discard a monster to gain some type of bonus? Nope, we already did that in several ways on classes like Summoner and Witch.) So, I pivoted to *becoming* a monster. Instead of discarding one from your hand, you play it to the table, and you use that monster's level instead of your current combat strength. That sounded good, but at some point, most munchkins would end up with a combat strength higher than 20. Because that's the highest-level monster (so far), though, that would mean the ability would eventually stop being useful, and I didn't want that. Also, it would rely on drawing a lot of high-level monsters, which isn't a sound strategy. I eventually settled on an ability that gives options of monster-like traits to adopt, hopefully making it versatile

and useful throughout the game. That said, it still came out as a strong ability. (And since Classes tend to have two abilities, the second one is still useful, but somewhat weaker.) Also, you get a bonus if you're using a weapon made of wood. Since that's not something

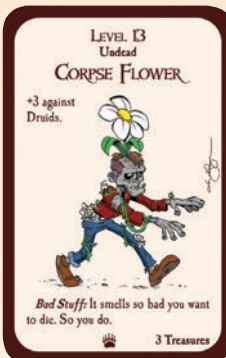
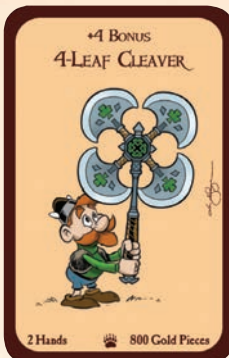
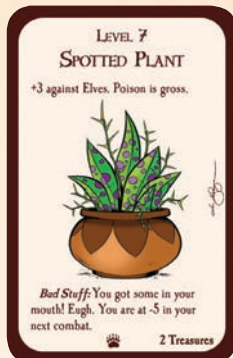
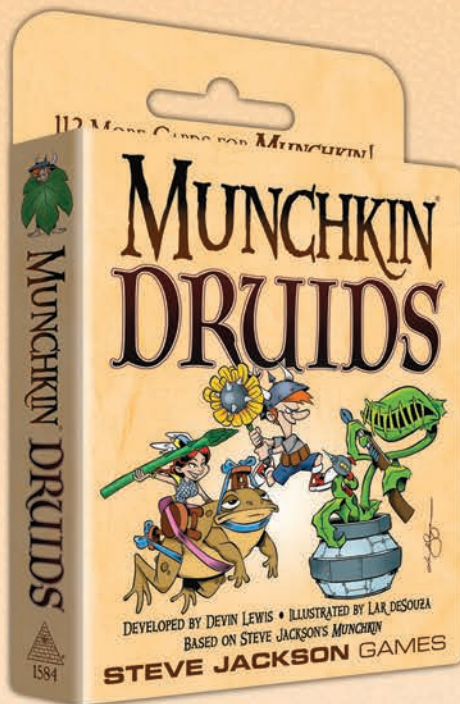
we point out on our cards, we're happy to let you argue at the table over whether your weapons qualify. Happy bickering!

We've mentioned the new Class and some of the monsters, but being munchkins ourselves, we know that you're here for the sweet, sweet Treasures. This set does not disappoint. Strap on your Death Cap, pull on your Never-Been-Washed Robes, slip on your Barkenstocks, and ready your 4-Leaf Cleaver – there are monsters to kill!

Munchkin Druids is scheduled to release in

May – better brush up on your wildcrafting skills!

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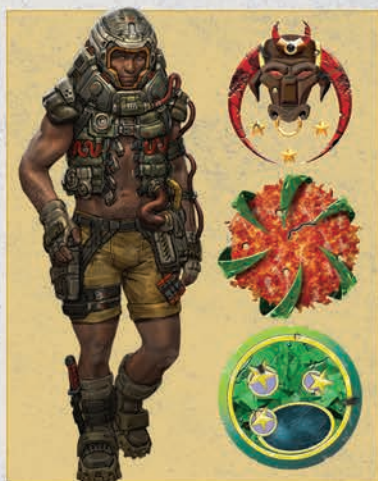
Obviously, *BattleTech* is all about the combat-forged avatars of war storming alien worlds as miniatures move and dice tumble on game tables. Yet the conquests don't happen in a vacuum. Instead, your elite MechWarriors hold the banner of their star empire high as they lay claim to greater worlds and glory.

A huge aspect of *BattleTech*'s perennial draw is the factional nature of the dynamic setting. There are myriad Great Houses, Periphery realms, bandit kingdoms, mercenary outfits, and of course, the warrior-bred Clans. Finding a faction (or factions) you like can be a great way to immediately sink your teeth into the action.

In this article, we'll provide an in-universe understanding of what it means to bear your faction's flag.

Inner Sphere: General term used to describe a region of space roughly one thousand light-years across, composed of more than two thousand populated planets, with Terra (Earth) at the center. This area is further divided into geopolitical regions where one power or another holds sway. For most of the centuries since humankind took to the stars, the vast majority of these worlds have belonged to one of the five Great Houses. Smaller powers have risen and fallen over the same time period. Any world or geopolitical power outside the Inner sphere is said to lie in the Periphery, considered the frontier of the known universe.

—Encyclopedia Galactica



PERIPHERY

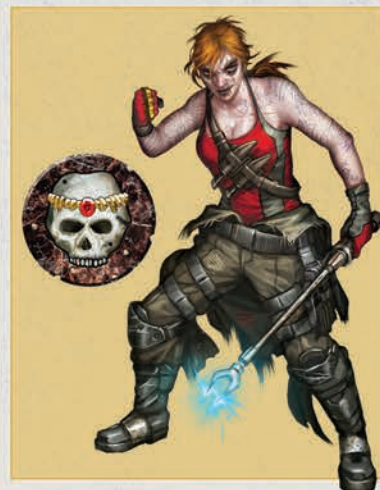
Beyond the boundaries of the Inner Sphere lie the endless reaches of the Periphery, traditionally home to the independent-minded souls who sought escape from the often-repressive regimes of the Great Houses. The Periphery is the galaxy's frontier, keeping the spirit of exploration and discovery alive and well. The less savory aspects of frontier living are equally abundant; numerous pirate bands and petty bandit kingdoms thrive in this almost lawless region of space. Largely unexplored and sparsely populated compared with the Inner Sphere, the Periphery has nonetheless played a pivotal role in several major

interstellar events, including the fall of the Star League.

The Periphery's reputation as a backward and technologically inferior region is only partly true. Though it is generally underdeveloped industrially and well behind the technology curve compared with the Inner Sphere, it includes scattered regions that boast cultural and technological advancement. The Taurian Concordat is well known for its excellent educational system and high literacy rate, while the Magistracy of Canopus exemplifies some of the most progressive views on human rights in known space.

PIRATES

Far from the halls of civilization and power, bandits and pirates will always fill the massive vacuum of independent planets. While usually the dregs of warriors and technology, some have managed to carve out their own small fiefdoms, making it difficult, if not impossible to dig them out. While this is emblematic of the Periphery, there are times when even regions within the Inner Sphere collapse, and they become an instant no-man's land of danger from all sides.



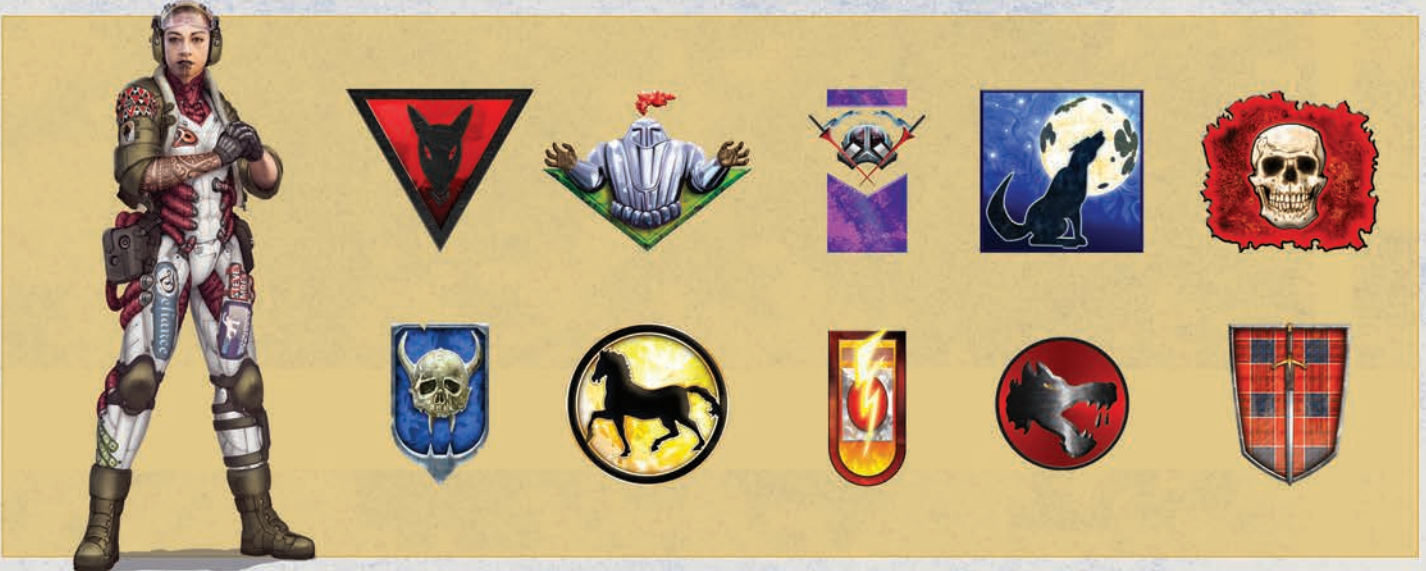
THE CLANS



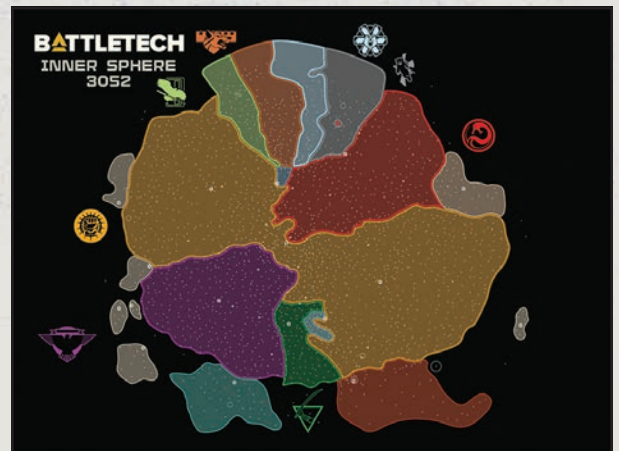
Born to lead and bred to win: that more than anything else sums up the Clan warrior caste. Formed in the tumultuous years following General Aleksandr Kerensky's Exodus and the Exodus Civil War, the Clans instilled in their members a sense of unfailing loyalty to their new extended families and to the ideals of their founder, Nicholas Kerensky. Shaped by their difficult beginnings on largely resource-poor planets, the Clans learned frugality and conformity above all. From those simple ideals sprang the complex fabric of Clan culture. First among the five castes that comprise Clan society, the warriors are the rulers. Elitism is rampant among them, and Trueborns — those genetically engineered and bred from virtual cloning machines — are considered the truest inheritors of the Kerensky legacy. Only those born from the so-called "iron wombs" are deemed fit for command. Freeborns — those born naturally — are scorned and derided. Many Clans allow freeborn warriors to serve in their militaries, but usually in restricted capacities. No matter their skills or accomplishments, few freeborns receive the respect they deserve from their Trueborn comrades.

Clan warriors begin military training almost from the time they begin to walk and talk. With few outside influences to disrupt their instruction, they can easily outperform experienced Inner Sphere soldiers. That fact, coupled with their technological edge, won the Clans hundreds of planets when they invaded the Inner Sphere. Contrary to initial appearances or their own beliefs, however, the Clans were not invincible — a humiliating truth not lost on many Clanspeople these days.

MERCENARIES



Independence is the hallmark of the mercenary life — the free-dom to choose their own causes, their own missions and their own risks. Whether an ordinary soldier tired of being one small cog in a giant House military machine, a scion of royalty looking to make their way on merit rather than lineage, or a maverick with a will to fight but a distaste for backing leaders they do not believe in, the modern mercenary warrior is looking for the one thing a House military cannot give them — the chance to be their own boss. Large or small, prestigious or obscure, the mercenary unit of the thirty-first century fights for a paycheck as well as a cause. The mercenary soldier bows to no lord and serves no Great House. Instead, his primary loyalty lies with his comrades in arms. Colleagues, friends and family all in one, mercenary warriors are bound to each other by ties far deeper than nationality or politics. More so than any other type of soldier, mercenaries depend on each other to survive and prosper both on and off the battlefield.



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TOP TIPS FOR WRITING AND RUNNING RPG HEIST ENCOUNTERS

CASTLES CRYPTS & CAVERNS: BOOK OF BATTLE MATS

LBM 032 \$46.99 | Available Now!

Want to run a heist adventure but not sure where to start? Here are my top tips and a sample heist to get you started.

If we approach writing a heist adventure in the same way as we would an encounter-by-encounter dungeon, it'll help with keeping everything structured, just remember that the order and transitions between any heist encounters need to be flexible and to involve every character at your table.

As we're writing our heist, we need to consider if the system we're writing for is tactical, class based and high magic. Magic is likely to exist in your setting, so it stands to reason that the targets of a heist are often protected by or from magic. It's never that easy.

STAGES OF A HEIST

A heist encounter has several key stages, and I like to run each stage as a separate encounter or set of encounters. I'd generally group these as:

1. Information Setup
2. Planning the Heist
3. Entry
4. The Heist itself – Include obstacles and the unexpected!
5. Exit

INFORMATION SETUP

This is where we introduce the heist objective, the key locations, principal NPCs and any other important information relevant to the adventure.

This stage can be a simple briefing or could take the form of a series of mini encounters focused on information gathering. A couple of false leads and out of date information can be thrown in for good measure. And there should be risk. If a target is aware they are being observed or at risk of a robbery, it is likely they will increase security and take other measures to protect themselves such as changes to routines.

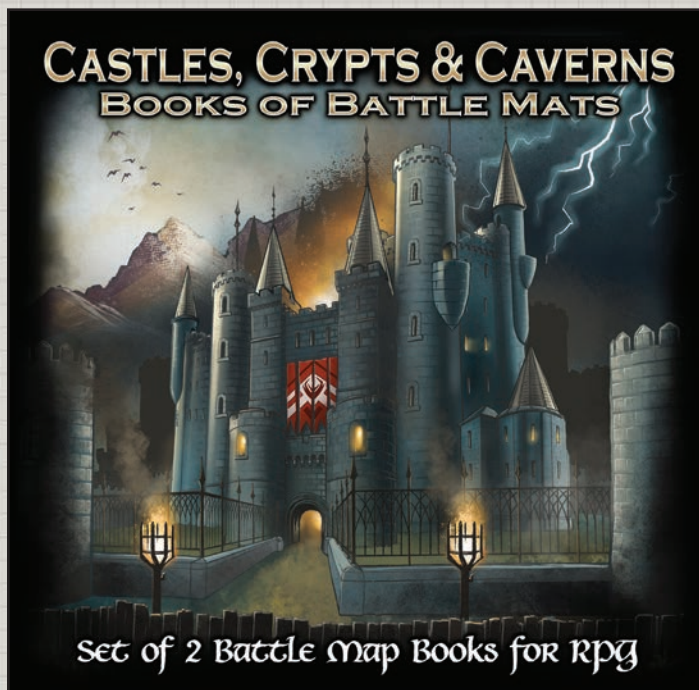
Example – A mage approaches the characters with a job to recover a silver crown from a noble. The mage failed to win the crown at an auction and will pay well for it to be stolen for them. For this information setup stage, I'd give the players a list of possible options to investigate, they could:

- Inquire for more detail on this circlet from the mage (roleplay and social skills)
- Check the auction house records for details of the buyer (persuade, bribe, steal)
- Scout out the noble mansion (stealth, disguise, investigate)
- Gather details from mansion servants (bribe, intimidate, persuade)

The result of these small narrative encounters would provide all the information needed to start the planning phase.

PLANNING THE HEIST

A heist involves a lot of information available to the players' characters, which is used to determine a plan. The idea here is to have your players engage in the heist planning process and become invested



in an elaborate scheme, so let them take their time. Maps and other handouts are great for building engagement and focus here!

Game Running Tip. Keep a note of all the player's ideas, and adjust the plot to include some of them to really tie in what the players are envisioning with the game you're running.

There is a fun variant way to run heist style adventures I like to call the 'planning montage' where the characters are talking through the plan chronologically in their base and each segment of the plan is then resolved as a cut scene encounter, before returning to the planning scene.

Example – The characters have discovered the following to make their plans:

- The circlet is magical and radiates light.
- The noble with the circlet is very rich and powerful.
- Their mansion has extensive grounds with magical wards and guards.
- The circlet is on a statue in the garden hedge maze.
- A masked ball is to be held in the estate garden very soon.

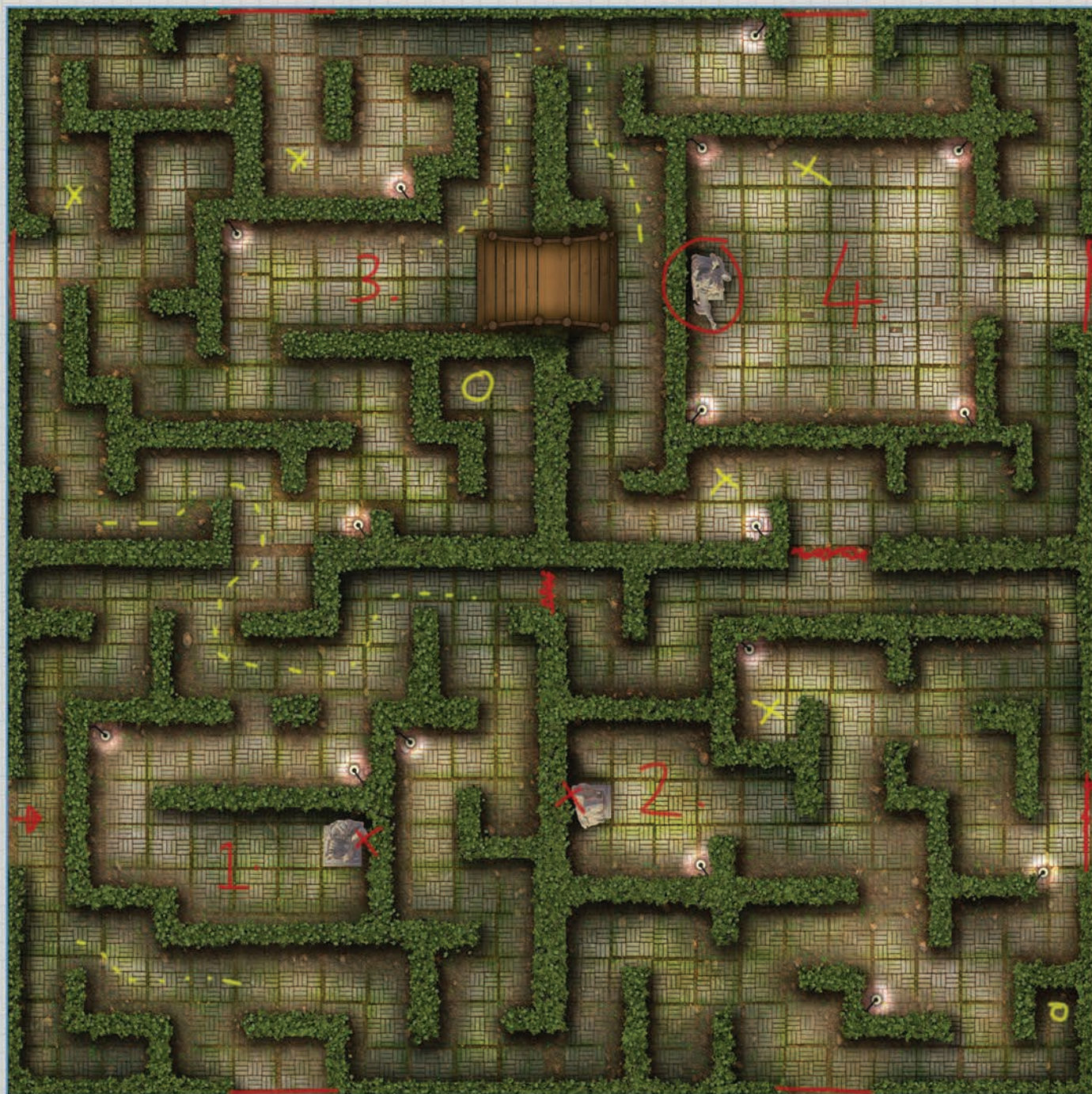
ENTRY

At their heart, heists are robberies, and getting access to a restricted area is where the action starts.

This can take many forms, and as a rule, heists should require some subtlety, misdirection or stealth to succeed, not brute force and a killing spree.

Example – The characters have a few entry options for our example heist:

- As guests attending the ball who slip into the maze.
- Jumping the estate wall and sneaking over.
- Disguised as staff serving the guests.



THE HEIST ITSELF

During the heist itself there are always complications. Unexpected discovery, traps, unusually heavy or large treasure, and other unseen eventualities can challenge even the most careful planning. Be sure to keep your party on their toes by offering some scenarios which cannot be anticipated, it is important players are given the opportunity to adapt the plan as the situation changes.

Example – A few complications for our example heist:

- Hide and seek as there are guards in the maze.
- There are multiple statues in the maze, which one has the circlet.
- A rival crew are also looking to steal the circlet.
- Due to important guests the security is very heavy, and any disturbance will bring overwhelming forces down on the characters.

For this example I am using this map of the hedge maze with 3 statues. I have blocked every exit except one, and also some internal

doors (in red), and I will have the guards (3) and party guests (marked in yellow) move randomly. I will move the rival crew between the three statues. If the players are too cautious the rival crew will steal the circlet and the players must recover it from them.

EXIT

Often overlooked once the objective has been acquired/accomplished. Is the exit path clear or have the Characters attracted unwanted attention? If the party split up, then do all Characters make it out? If one is captured, then this could be a prelude for a jailbreak!

My last tip when planning a heist adventure is it is much easier when you have a battle map! You can use the features to inspire not only the player's plan but also some of the complications that can arise. I have used our Hedge Maze from *Castles, Crypts and Caverns* for our heist.

Matt Henderson is an ENnie winning cartographer, ENnie nominated author and the forever DM at Loke Battle Mats.

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #56: CRUSTACEANS

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

SEAFOOD, PAINT IT!

Most of the minis that I’ve painted for this column over the years have been a reasonably standard array of human (or humanoid) fantasy and sci-fi minis in robes or armor or combat fatigues. It was, therefore, a fun diversion to take a look at these models from the *Epic Encounters* range from Steamforged Games.

The *Island of the Crab Archon* set is full of crustacean minions ready to defend their island home from marauding outsiders intent on taking their treasure. For most of us, we typically see crabs (and shrimp and lobsters) in their boiled or steamed form and ready for consumption. When they look like this they appear a vibrant red or orange color, but when we take a look at them in their natural state, more often we’ll see browns, bones, greens, and occasionally blues.

This wide variety of colors certainly leaves you with the option to paint your models as individuals, but when it comes to creating a horde of minions, I like to keep color schemes fairly consistent. For these models I also wanted to play around with a mottled, textural feeling – something you can see on real-world examples.

When creating a look like this, I prefer to start with the lighter colors and then push the darker colors into the recesses. Once you’ve established your main carapace colors and tone, you can pick colors that compliment or contrast with them for your extra details. For my loincloths I chose a darker tone to stand out against the lighter bone shells.



The models used as examples on these pages are from Steamforged Games’ *Island of the Crab Archon* set.



I started with a white spray primer over the model.



I then painted a layer of GW Seraphim Sepia over the model, letting the paint pool in the recesses.



To create the start of a mottled effect, I dabbed areas with some thinned GW Contrast Militarum Green.



Once dry, I used an old brush to stipple on some Vallejo Game Color Charred Brown, continuing the mottled look.



To tie everything together, I lightly drybrushed the model with Vallejo Model Color Ivory.



I then painted up the other details such as the loincloth, eyes, and growths to give the models a pleasing, cohesive look.

REAL LIFE REFERENCE

My kids love to spend time at the beach. Be it playing in the shorebreak or searching for cool shells, they're always excited to go. Several years ago, they bought a hermit crab while in a souvenir store, and against all odds it's still alive today (right).

The hermit crab from the Steamforged set (opposite page) has a green shell in honor of Hermy, our pet crab.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



DICE HOSPITAL (ACG 005)

From Alley Cat Games, reviewed by Eric Steiger

 10 & Up	 1 - 4 Players
 24 - 90 Minutes	 \$54.99

Dice Hospital came out a few years ago amid quite a few other good games, and kind of slipped under my radar at the time. I'd always meant to try it and finally got the chance recently, but I'm glad I did. This is a dice — drafting worker — placement game with some really cute themes and mechanics; if you like games like *Kingsburg* or *Alien Frontiers*, I suspect you're going to enjoy this one too.

You begin the game with your own personal hospital board containing various departments for treating patients, and three nurse meeples with which to treat them. You also begin the game with three dice in your ward: patients. The higher the facing on a die, the healthier it is — if a die would go above 6, it's discharged; below 1, and it goes to the morgue. Your goal is to heal as many of your patients as possible, and lose as few as possible, over 8 rounds. (Good luck with that)

At the beginning of each round, new patients arrive on ambulances. You pull a number of dice from the bag equal to $(n+1) \times 3$, where n is the number of players (i.e., in a 4-player game, we rolled 15 dice), and assign them in ascending order to ambulances that can hold 3 dice each. Clockwise starting with the first player, you each select an ambulance to bring dice to your hospital and place them in your wards. Why not just choose the ambulance with the healthiest dice? A couple reasons. First, the most critical ambulance comes with the first player token for next time, as well as a free blood bag for treating patients. Second, once ambulances are chosen, players get to choose from a selection of upgrades, either specialist meeples to treat more efficiently, or new departments to add to your hospital with better treatment options. And upgrades are chosen in ascending order of ambulance choices, so the player who took the most critical ambulance picks first.

Once upgrades are selected, it's time to treat your patients. Basic departments let you treat a single die of a specific value or color, improving it by one facing, and your starting nurses provide no bonus treatment. But specialists provide extra value, such as a free treatment of another die of the same color, or treating another die of the same value for free. Similarly, advanced departments might allow you to treat three dice of the same value and color, all at once, or three dice

of the same color in a sequence. Some departments might let you treat the same die multiple times, increasing its facing by more than one at a time. The important thing is that you treat as many of your patients as possible *at least once* because any dice that receive no treatment lose a die facing out of neglect. After treatment, any dice that would go below 0 (due to neglect) go to the morgue to be turned into body bags (giving you a -2 point penalty at the end of the game); any dice that would go above 6 go to discharge to score you points.

Points for discharge are calculated on a curve, so it's more beneficial to send home a lot of dice at once. However, your hospital only has room for 12 dice at a time, and you *must* make room for your three new patients coming in every round, removing existing patients if necessary (which go to the morgue, amidst inevitable macabre jokes from players about how this hospital system is run). Therefore, you need to maintain a careful balancing act between saving up patients to discharge all at once for a big swing turn, and letting your hospital get too clogged up with dice that will need to leave "feet first" and cost you points by turning into body bags.

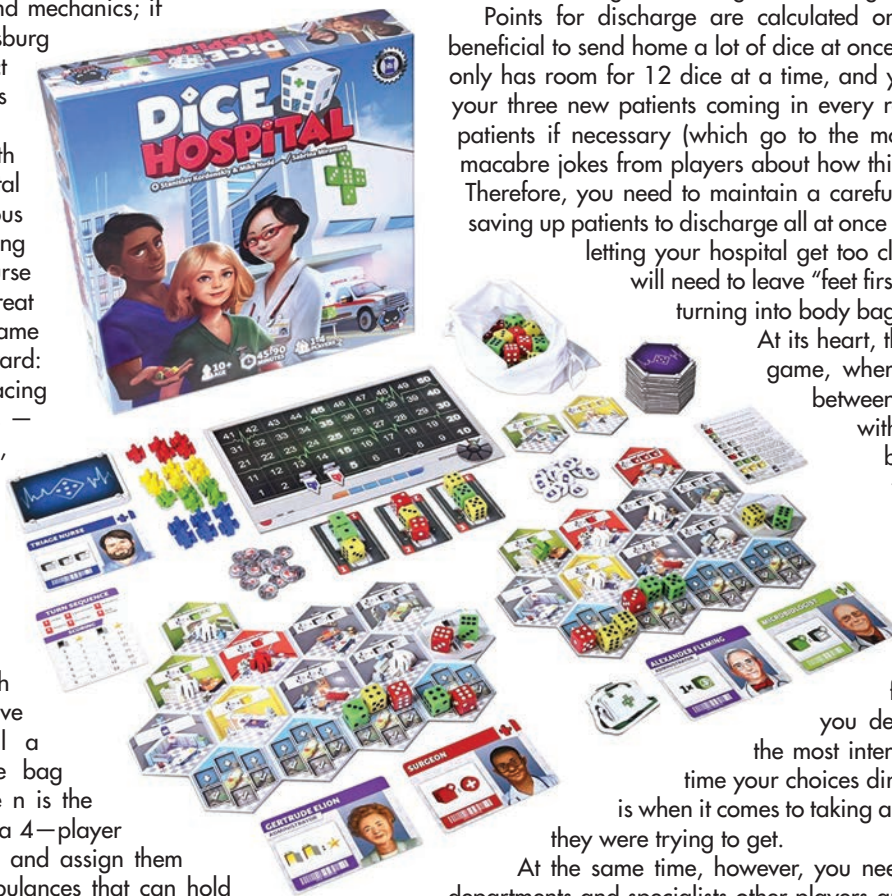
At its heart, this is an engine-building game, where you need to balance between growing your hospital with new, efficient facilities, but also specialists with which to use them, as well as planning on which new patients to take that you'll be able to treat most efficiently (but which may keep you from having the first pick of an upgrade you desperately need). It's not the most interactive game — the only time your choices directly affect other players is when it comes to taking an ambulance or upgrade they were trying to get.

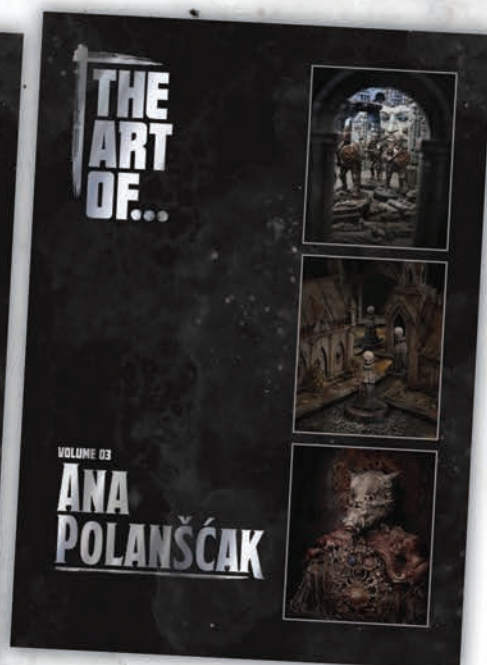
At the same time, however, you need to be aware of what departments and specialists other players are trying to get, because that will impact their choices and let you know what you're competing for. Finally, you also have a choice in hospital administrators at the beginning of the game, which offer bonus points for discharging dice of a particular color or prevent a single die of a particular color from suffering neglect in a turn.

Mechanically, the game is smart and contains interesting options, and the *Community Care* expansion comes with additional ways to add variety. Thematically, *Dice Hospital* absolutely knocks it out of the park — clearly a lot of work went into designing and naming the different hospital departments and specialist meeples; the medical meeples are adorably designed; and despite the occasionally morbid elements of the theme, the patients being dice helps abstract out the nitty-gritty medical pragmatism of deciding who gets treatment and whose condition degrades.

...

Eric is your friend, and friends wouldn't let you play bad games.





THE ART OF...

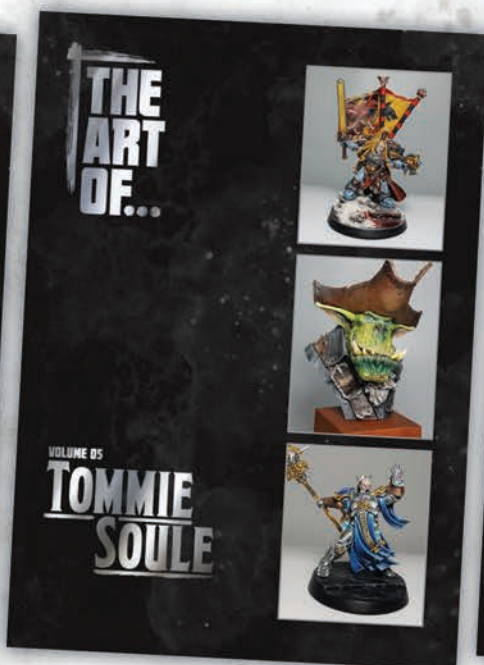
THE ART OF... Is a series of high-quality hardback books, lavishly illustrated with hundreds of photos of wonderfully painted miniatures from some of the most creative and innovative artists in the world!

Each book presents not only finished pieces from these artists, and the occasional tutorial on how they achieved their results, but they also dive deep into the reasons behind their amazing approaches.

These books are part of a growing series, with three new volumes being added each year. Over time they'll become an invaluable source of inspiration and a solid resource for painters wanting to start on their own journey into color, light, and story-telling!

\$38 MSRP
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PUERTO RICO 1897 (RVN 27348)

From Ravensburger, reviewed by John and Isaac Kaufeld

 12 & Up	 2 - 5 Players
 90 - 150 Minutes	 \$49.99

Andreas Seyfarth's *Puerto Rico* has been reprinted and expanded over the years and even given the deluxe anniversary treatment. But its newest incarnation as *Puerto Rico 1897* updates the classic game with more historical context, a complete collection of the existing expansions, and improved new artwork everywhere you look.

Let's explore the top five adventures that await us as we roll up our sleeves and go back in time to *Puerto Rico 1897*.

A CLASSIC UPDATED

Puerto Rico has been one of our family's favorite games since it came out 20 years ago. I can't count the number of times I played and taught it, but it still keeps me coming back. There's something enticing about the game's flow, analyzing the other players' positions as you choose a role, and balancing the tension between money and victory points.

This new edition maintains all of the classic game play in the original with individual island boards, role selection, development choices, and goods sales and shipments. Island boards are now double-sided with unique character art representing each player.

The game also introduces new names with better historical context for many of the roles and buildings. For example, indigo becomes fruit and the Mayor is now the Recruiter.

LANGUAGE-INDEPENDENT FIELDS

The estate tiles that represent fields for the crops you'll produce received a clean and stylish graphics update. The new tiles show either a drawing of the plant grown in the field (sugar, tobacco, and coffee) or of the good produced (corn and fruit).

The tiles also sport a solid color bar on one side that matches an identical bar on the associated production buildings.

NEW BUILDINGS, NEW WAYS TO PLAY

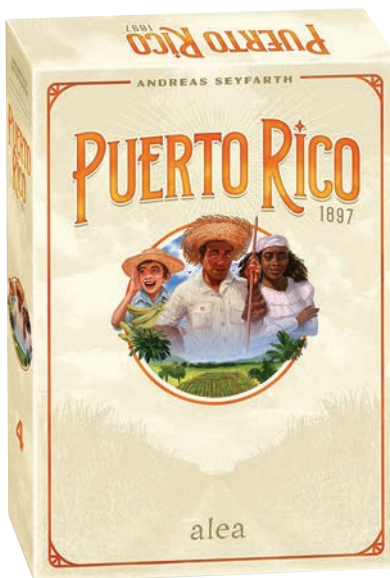
Looking beyond the base game, *Puerto Rico 1897* also includes building expansions that put interesting twists on the original game.

Expansion 1 ("New Buildings") adds 12 small and 2 large buildings to the mix. It also starts the game with a drafting step where players select which buildings they want to use. This dramatically mixes up player strategies, making every game a completely new experience.

Expansion 2 ("The Citizens") takes a different approach. It adds 7 commercial buildings and 1 production building, plus a new type of worker piece: red citizen pieces. When you fill the Work Register tile with worker pieces, you replace one worker with a red citizen. Citizens function just like workers but are worth victory points at the end of the game. Citizens can also produce money during the game thanks to the Tailor Shop.

A CHAOTIC ROLE AND A FUN CELEBRATION

The other two expansions introduce a new role for players to choose and an interesting bonus opportunity based on the player's development choices.



The Smuggler role adds a delightfully chaotic element to *Puerto Rico*. The player choosing that role can take goods from a cargo ship, plunder the trading house, poach workers from the Work register, or make any other role a bit less desirable.

The Festival expansion rewards players for taking specific actions, like selecting three of a particular estate tile, producing a certain selection of goods, or adding a specific building to their island board. The goals are randomized and the incentives for completing them are quite valuable, so this expansion influences players to try new approaches and see what happens.

DEALING WITH PRINTING ERRORS

It's always disappointing to open a new game and discover that something went wrong in the printing or assembly process.

In this case, our copy of *Puerto Rico 1897* arrived with some small editing errors in the quick reference on the back page of the rule book and an incorrect number of estate tiles (four fruit tiles should have been coffee).

The good news is that Ravensburger is aware of the printing issue and is shipping free replacement tiles. Request yours by visiting the Contact Us page at www.ravensburger.us.

We also followed the lead of an artistic Board Game Geek user who changed the color bars and artwork on their misprinted tiles with a black marker so it matched the coffee tiles. Our DIY replacements quickly became a beloved part of the new game.

VERDICT

As long-time *Puerto Rico* fans, we felt uncertain about the prospect of an updated edition. We're happy to say that those doubts vanished the moment we started playing.

The gameplay we know and love is still there, augmented by a strong new graphic design. The four expansions add new facets to the game and will keep us entertained and challenged for years to come. In particular, the Smuggler role and the Festival bonuses won our hearts and will be hitting the table regularly.

A tip for new players: If you're new to *Puerto Rico*, get comfortable with the basic version before adding any of the expansions. Seriously. You'll thank us.

Whether you loved the original *Puerto Rico* or are new to the game and want to get a great version with plenty of bells and whistles, *Puerto Rico 1897* delivers a phenomenal experience in a beautiful package.

It earns a solid "buy" recommendation from both of us.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



BBC

DOCTOR WHO NEMESIS

DEFEAT THE DOCTOR - RULE SPACE AND TIME

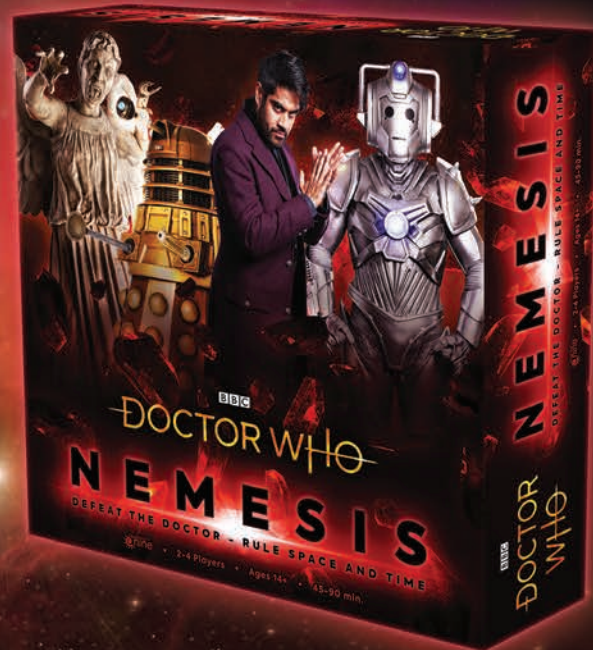
It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

There are worlds to move, realities to destroy, time wars to win, a cyberium to find and Gallifrey itself for that matter too, paradoxes and the endless schemes of the Doctor and the Master to unravel.

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MARVEL DICE THRONE: 2-HERO BOX 1 (CAPTAIN MARVEL & BLACK PANTHER) (USO DT011752)

From USAopoly/The OP, reviewed by Brian Herman

 N/A	 2 Players
 N/A	 PI

Confession time: I am a sucker for super heroes. I could be a little lukewarm on a product, but if you slap a popular superhero onto the branding, you will immediately have my curiosity and my attention. *Dice Throne* had never been a game that piqued my attention, but the moment I saw Captain Marvel and Black Panther on the cover of a two-player expandalone, I knew I had to play it. Because of that entry point, I'm now slowly acquiring all of the *Dice Throne* products. Read below and discover the game that has won over my household with easy to pickup mechanics, clever art, and solid production materials that keep us coming back for game after game.

Setting up a game of *Dice Throne* is moderately simple. Each player takes a small enclosure containing everything their character needs and unpacks it in front of them. First is the Hero Board, a trifold of cardboard with your character's logo and art dead center, surrounded by the possible combinations of attacks/defenses they have. Next is the Hero Leaflet, a single page that sits next to your hero board and provides space for the various tokens your character will use both offensively and defensively as well as describing what they do. Five custom dice are included for each character, with numbered sides 1-6 as well as custom symbols. Also included are trackers for your character's Health and Combat Points, and finally a deck of cards. Each player sets their Health to 50, Combat Points to 2, and shuffles and draws four cards from their deck to form a starting hand. Each player rolls one die to see who goes first, and combat is underway.



During gameplay, each player follows the same pattern of phases, going back and forth and attempting to damage his opponent. First is Upkeep and Income, which allows a player to gain Combat Points and draw cards, as well as trigger any "Beginning of Turn" effects. Next is the Main Phase, where a player can play cards from his hand, spending Combat Points as currency to gain effects or upgrade abilities on his player board, as well sell any unwanted cards for more Combat Points to be used later. Next is the Offensive Roll phase, allowing a player to roll all of his dice and reroll any dice up to two more times, trying to get certain combinations listed on his player board. Once a player is satisfied with his roll result and has an attack loaded, the Targeting Roll phase is entered, choosing an opposing player to attack. Most often the player being attacked can perform



a Defensive roll listed on their card to either damage his opponent back or prevent damage from coming in. Cards can also be played at this time to manipulate dice and damage as well. Regardless of the journey, the game ends when one player is reduced to 0 Health, with the last man standing being declared the winner.

Marvel Dice Throne is an absolute delight of a game. Easy to teach and jump right into gameplay packed with dashing superhero conflict. The *Black Panther Vs Captain Marvel* release serves as perfect entry points to learn the system. Captain Marvel is a cannon, blasting away at her opponents with damaging cosmic rays, while Black Panther is more defensive, acquiring kinetic energy at every turn to create explosive turns. The two characters are evenly matched almost to a fault, meaning that no character is an absolute win when they setup to battle. The outcome is never decided ahead of time, which means that the game comes down to a contest of skill, the player able to utilize both luck and resources to maximize their own efficiency. In addition, the rules boast several modes of play from Free for All to Teams once you can acquire more characters.

Whether you're a diehard *Dice Throne* fan of the main series or simply a comic book fan like myself, *Marvel Dice Throne* is a wonderful entry point into the series. If you've been teetering on the fence as to whether you might like *Dice Throne* or not, I urge you to pick up the two-player expandalone of *Captain Marvel VS Black Panther* and play a few games. In no time you will be browsing the other offerings to add to your collection.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



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KITES (FGG KIT)

From Floodgate Games, reviewed by Whitney Grace

 10 & Up	 2-6 Players
 10 Minutes	 \$19.95

In my opinion, Disney's classic *Mary Poppins* (1964) maybe has one of the best soundtracks in cinematic history. The songs are uplifting ear worms, especially the closing number "Let's Go Fly a Kite." Whenever I see a kite, I automatically hum the song and feel happy, and after playing Floodgate Games' *Kites* I feel the same.

Kites is a charming game for 2-6 players and can be played in ten minutes. What makes it unique among card games is that sand timers are the main playing pieces. It also makes *Kites*'s subtitle a funny pun: "time to fly" and ties into the story of friends performing a kite show for a festival. To make a spectacular show, players work together to keep their kites aloft as long as possible avoiding pitfalls and their timers running low. The key aspect is teamwork, another unique gameplay feature.



Kites's components are six sand timers, 53 kite cards, 12 challenge cards, and one manual. Playing is as simple as the game's concept. The six timers are placed on their sides in the center of play, the 12 challenge cards are set aside, and cards are dealt facedown to the players. Each person receives cards equal to the number of players (e.g. five cards for five players, etc...). The remaining cards are placed in a draw pile.

Once the game begins, there's no time to pause. Turn the white timer over with the sand on top to start the kite show, then the kite fliers look at their cards. The first flier plays a card face-up; based on the colored symbols on the kite card the corresponding timer is flipped to begin "flying" a kite. Finish the turn by drawing a new card from the pile, then the next flier begins their turn. Once all the cards in the pile are used, fliers perform the show's grand finale by playing the rest of the cards in their hands. The catch that the white timer can't be flipped after the first time, and you need to play all the cards in hand before it runs out. The game ends when all cards are played, meaning it was a successful kite show, or if they are any cards left fliers can reference the manual's point chart to determine the score.

Kites actively encourages fliers to talk with each other so the timers don't run out and/or to strategize "fly-



ing patterns" with the cards. The teamwork detail is awesome, but more competitive gamers or those who want to up the ante will love the challenge cards. These cards hinder fliers' teamwork but with a twist. The airplane card doesn't allow players to speak until the next turn, the crossed-lines card forces players to swap cards, and storm cards flip all the timers. Different variations of the challenge cards during gameplay make the kite flying experience all the more stressful yet fun.

Kites is the perfect game for families who have kids that can't stand to lose. The colorful art, hands on play with the timers, and teamwork aspect distracts them from the competitive angle found in most games, so conflict can be avoided. As a former tantrum champion (of which I still hold many world records), I assure you this approach turns sore losers into laughing kids. *Kites* is not a "participation trophy" game, it's more like "let's play together and have fun."

Other than the original concept, I must also praise the colorful graphics in *Kites*. Contrary to the adage, games can be judged by their covers. Usually, smaller game companies invest effort and care into their products to stand out and Floodgate Games certainly did it with the eye-catching colors on the cards and timers. It plays into the theme of creating a brilliant kite show for a festival and predisposes fliers to feel affable as they start the game.

Simplicity is a great selling point for *Kites*, I'd love to see if game designer Kevin Hamano could level up gameplay with more difficult challenge cards or add rules that make it a tad more complex while preserving the teamwork.

Kites is an extraordinary example of the feelings composers and Richard and Robert Sherman conveyed with "Let's Go Fly a Kite," and the game makes me want to actually go fly one.

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



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MOSAIC: A STORY OF CIVILIZATION (FRB 51150)

From Forbidden Games, reviewed by Thomas Riccardi

 14 & Up	 2 - 6 Players
 120 Minutes	 \$69.99

Long ago, when the world as we know it was young, there were societies attempting to forge their own destinies. Some of these cultures were successful and developed into the countries we know today. Others were lost to antiquity. Will your society persist and be praised as you lead it into a golden age? Or will you be forgotten and lost to the sands of time? This is the challenge in the latest offering from Forbidden Games, *Mosaic: A Story of Civilization*.

This huge box contains everything that you will need to develop your own ancient civilization including a map that is divided into seven regions: Greece, Hispania, Gaul, Italia, Numidia, Assyria, and Egypt, as well as tokens which represent four sets of currencies: coin, stone, ideas, and food. There are also additional tokens for cities and towns, military units, population and trade goods, along with cards that are used for Technology, Tax and Tariffs, Population, and Buildings.



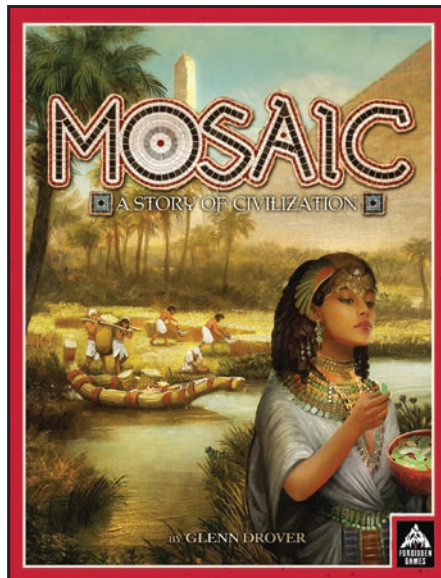
Setup is determined by how many people are playing as this will determine what regions will be used (for example: with two players Hispania and Gaul will not be used but with three only Gaul will not be used). This also influences the Population and Tax and Tariffs decks as well. Once this is determined, everyone gets a player board and puts five starting population on it. Next you seed the game board with fish, trade goods and cache tiles being careful to only put these tiles on a hex that are valid (meaning a hex with all six sides). Then each player will select from one of the nine leader cards passing the remainder cards to the player on your right. Each of the players will place one of the five starting technologies cards in front of them and place their starting city on a corresponding hex on the table.



During a players turn they can perform from one of the following actions:

Work: This puts your populace to work generating one of three non-coin currencies (ideas, food, or stone). To do this, simply add the amount of the currency you are trying to generate to the population and put that amount onto your player board (example: If you have five population and food production of three you would generate eight food).

Population: Every civilization is defined by its populace as you will be able to increase yours by drawing one of the population



cards and paying the required food cost. If those conditions are met, you may add the corresponding new population to your player board.

Build: You expand your empire by building cities, port cities, and towns. These projects will not only help your populace but also generate resources as well as victory points needed to win the game.

Wonder: From the Colossus of Rhodes to the Great Pyramid, these are masterworks

that will define your civilization and inspire a sense of awe in others. However, choose wisely as your first wonder will cost 20 stone and 5 food and goes up incrementally for each additional Wonder (example: third wonder would cost 30 stone and 15 food).

Technology: Your scholars discover a new type of technology! To undertake this action, you will have to pay the cost of five ideas into the supply along with fulfilling the requirements found on the Technology card in question. If those are met, you can put that technology into play and gain its benefit or you can choose to put it face down to reveal it at a later time.

Tax & Tariff: These cards allow you to generate money based on either your population through taxes or your trade goods through tariffs. Be warned - this can generate unrest could be deducted from your victory points at the end of the game if not managed carefully.

Military: If you wish to forcefully exert your civilization's influence, you can conscript infantry along with moving them across the map to gain victory points.

Government: You can assign a government to your civilization by paying the corresponding costs and reaping the benefits during the scoring phase.

Gameplay continues until either the third empire scoring card is revealed or two of the three tiles have been taken by the players (wonders, golden ages and civilization achievements). Victory points are scored and the one with the most is the winner.

Mosaic is a uniquely customizable game that will give you and your friends countless sessions of enjoyment of creating the civilization that you would want to live in. For more information on this and other great games head on over to www.forbiddengames.net/ and get ready to forge your civilization's place in history.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





DECK-BUILDING GAME

DARK NIGHTS METAL

BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
 - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
 - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



2-5
PLAYERS



45-60
MINUTES



AGES
15+

MSRP \$40

Release Date **AVAILABLE NOW**



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Greetings GTM Fans!

For our April 2023 issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Ravensburger to bring you a party-rific giveaway!

Ravensburger

One lucky winner will a copy of *That's Not a Hat*, *Strike Dice*, and *Pinata Blast* courtesy of our friends at Ravensburger! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on March 28th and will close on April 25th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again)."

ENTER TO WIN!!!

www.GTMGiveaway.com



CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered. "Party on, dudes!"

MOSAIC

 A STORY OF CIVILIZATION 

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BATMAN

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THE GAME



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and SAVE GOTHAM CITY™!***

Batman: The Dark Knight Returns – The Game is a solo board game experience in which you don the cape and cowl and journey through Frank Miller's iconic comic book series. Instead of traditional leveling up, this is a game of attrition. As Batman™, you must come out of retirement and do everything you can to beat back a relentless tide of ruthless mutants, cops, and press looking to bring you down. Get ready to face villains like Two-Face™, The Joker™, and the leader of the Mutant Gang... as well as your powerful former ally, Superman™!



1-2
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PER BOOK



AGES 14+



*Deluxe Game

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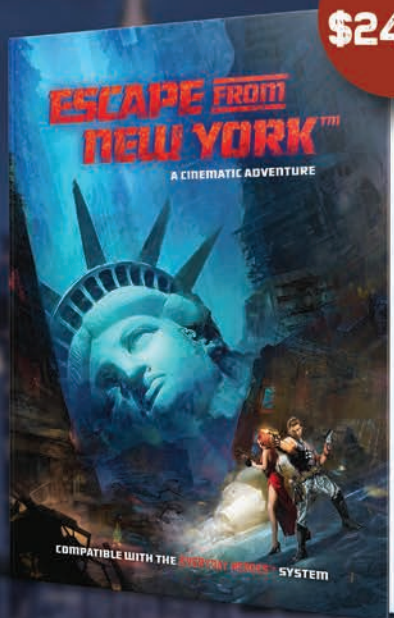
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EVERYDAY HEROES

A movie poster for the roleplaying game 'Everyday Heroes'. The title is at the top in large, red, distressed letters. Below it, three characters stand in a city street. In the center is a muscular man with a beard, wearing a blue tank top and jeans, with a scorpion tattoo on his neck and a patch on his shoulder. To his left is a man in a blue fedora, white shirt, and dark vest, holding a small colorful gun. To his right is a woman with long dark hair, wearing a brown leather jacket over a blue patterned top and jeans. Behind them is a massive orange and yellow explosion. The background shows city buildings, a 'Smiley Face' sign on a building to the left, and a yellow street sign with a black arrow pointing left on the right. The overall tone is gritty and action-oriented.

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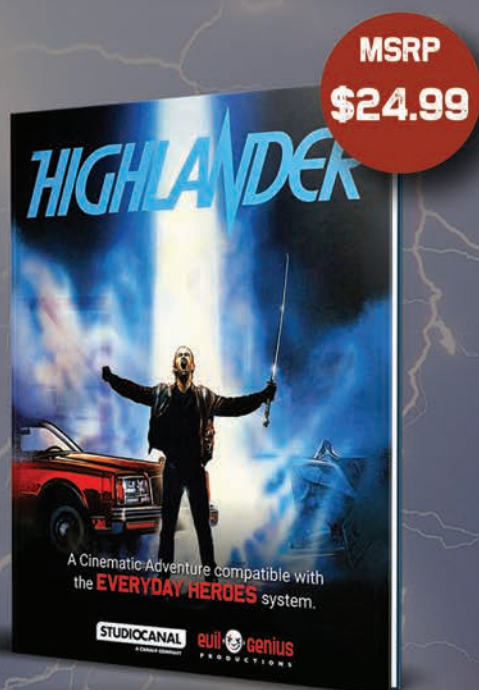
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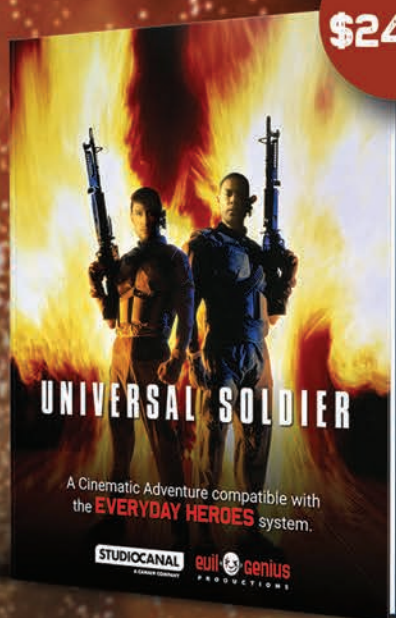
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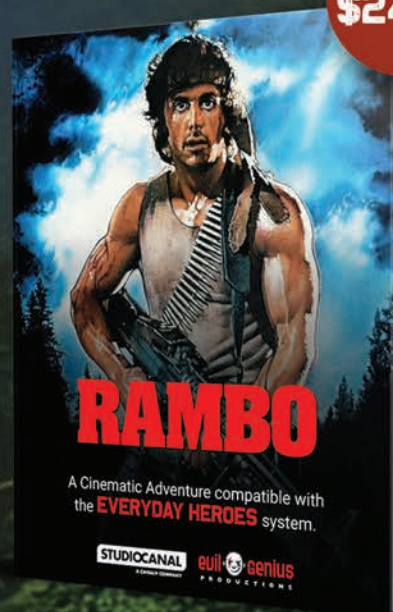
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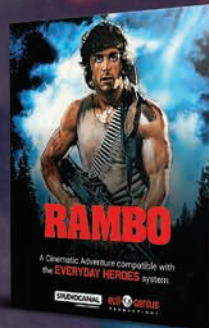
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